

**SPECIAL
E3 EDITION**

ALL THE TOP PLAYSTATION GAMES RATED

PLAYSTATION PRO

**World
Games' Show
Exclusive!**

ISSUE 10

AUGUST 1997

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SMASH HITS

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CRASH BANDICOOT 2

TOMB RAIDER 2

JURASSIC PARK 2

FINAL FANTASY VII

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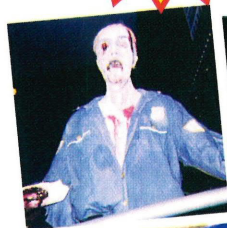
Colony Wars by Psynosis

With the future of the League at stake, two League Eclipse Stealth fighters are about to destroy a navy ship. Unfortunately for them, a navy frigate emerging from a nearby warp hole has other ideas...

**HOT
FROM THE
USA**

Exclusive news from the world's largest games show. What to look out for over the coming months and into the first quarter of next year. We can hardly wait!

"E3 was this big!"
Editor Alex enjoys
some Atlanta sun



38 Activision — After the success of Mechwarrior 2, Activision hopes to impress us punters some more with two releases before the end of the year

39 Ocean — Firmly established as one of Europe's top software companies, Ocean has teamed up with French giants Infogrames to bring you both Lucky Luke and V-Rally. Oh and there's a footie game on the way too. Can't be bad

39 Gremlin — Determined to bludgeon us to death with the Actua series, it continues with its highly acclaimed sports sims, among other things

40 GT Interactive — There's more to GT Interactive than Doom and its buddies. But not too much. It is still looking as strong and mean as ever for the remainder of the year. Anyone for a game of Quake?



42 Interplay — It has already tasted success on the PlayStation with Descent and the sequel, it has a varied bag of treats on the way in the coming months

44 Konami — The people behind the release of the awesome Track & Field will return with Winter Olympics. Get some new joy-pads prepared, they're in for some punishment

45 BMG Interactive — An impressive partnership with Crystal Dynamics has already brought us Gex and the stupendous Pandemonium. We take a look at what's in store for us, including the follow up to its greatest moment so far



46 Codemasters — While Micro Machines continued from strength to strength, Jonah Lomu Rugby surpassed all expectations. Next in line is its Touring Car game which looks bloody marvellous



46 Microprose — More strategy games from the king of PC releases. Hence it is concentrating primarily on that format

46 JVC — We're still waiting for an official release for Sea Bass Fishing! Never mind

46 THQ — Never before has THQ impressed on the PlayStation, but after a quick look at what's in store for us all in the second half of the year, things may be on the turn

47 Telstar — Hardly the best known software house but with quality games such as Excalibur 2555 under its belts, it is definitely one to watch

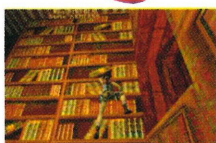
47 Hasbro — It is better known for its board games so it's early days for the PlayStation releases. It has revamped frogger so you never know, it could be on to a winner

48 Stop Press & Pro Predictions — The shocks, the surprises and the just plain not-worth-giving-much-space-to can be found here, along with PlayStation Pro's picks for the biggest games of the next year

12 Sony — Set to release some of the most eagerly awaited games in eons, its line-up is eclectic and extensive. Read it and weep

20 Psygnosis — Always one of the busiest developers outside of Sony, the Psygnosis releases are going to be hard to resist

24 Core Design — Home of perhaps the most eagerly awaited sequel since time began, all the emphasis and effort seems to have been spent on the build up to Tomb Raider 2's release, although there's more in the pipeline in the coming months



27 Eidos — Another bunch with plenty on offer in the coming months. Always around with something to surprise everyone with, it is certainly one to watch

30 Virgin — The big boys with big toys have a plethora of releases on the way including the one everyone has been waiting for — Resident Evil 2 as well as the sequel to Command And Conquer, among others

33 Electronic Arts — One of the busiest companies around for a time. Things seem a little quiet from fortress EA in the coming months but it is managing to sneak a few gems onto the shelves including some new EA Sports titles and something to do with dinosaurs. Be warned

34 Fox Interactive — Known primarily for its movie licences, it seems Acclaim, Virgin and EA have nicked the rights to the biggest movies of the year so instead they've got a spectacular Mario-esque affair named Croc which looks a treat



35 Acclaim — What do you get if you cross some comic book heroes, a huge movie licence, ice hockey and a 3-D fest developed by Probe? Acclaim's assault on PlayStation owners, that's what



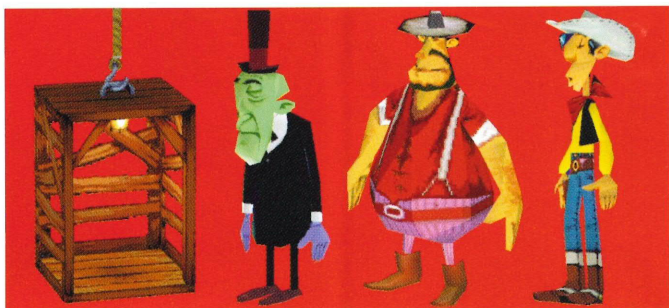
PLAYSTATION PRO was brought to you by: **Ed:** Alex Lee (alexl@idg.co.uk) **Art Ed:** Jim Eagers **Art Assistant:** Gaz Adams **Dep Ed:** Jay Sharples **Reviews Eds:** Steve McNally, Andy Sharp, Dan Whitehead **Production Eds:** Alan Mac & Justine Bowden **Special thanks to:** Gillian Tkeley **Managing Director:** Ian Bloomfield **Publisher:** Robin Wilkinson **Circulation Director:** David Wren **Sales Director:** Carol Ann Barrett **Ad Manager:** Lisa Jo Oliver **Ad Exec:** Mark Osborn **Marketing Manager:** Steve Tagger **Database Manager:** V Quin-Harkin 0171 8319252 **Scans:** Mark Forbes **Production Controller:** Barbara Newall **Production Manager:** Alan Capper **Systems:** Nic Moran **PSPro's at:** IDG Media Freepost (SK3038) Macclesfield SK10 4YE Tel: 01625 878888 Fax: 01625 879967 August issue out July 10. Don't forget!

**EVERY
GAME RANKED AND
RATED BY FIVE
EXPERTS!**

Contents

Work in progress 50

Hot news on the latest animated hero from the land of great foods, wine and the odd great footballer or two. We're not talking Asterix here but Lucky Luke – France's second most popular comic hero. We go behind the scenes of one of the hottest software developers in Europe



Features 72

The PlayStation ride has opened at Blackpool pleasure beach and we were there at the opening. Or at least Alex and Steve were. And what good company they were in too, with Boyzone and some girl who used to be in Neighbours years ago. Check out what all of the fuss has been about



Solutions 74

74 Legacy of Kain

If you're trapped in this dark world then you may find these selected tips for the most requested parts of some use. Anybody thirsty?

80 Overblood

Mutant pummeling made simple courtesy of our full in-depth guide. If you can't complete the adventure now, you never will. Simple as that



85 Discworld

Our post bag is always crammed with letters from people begging for a little assistance for this old chestnut. So here it is in all its glory. Should help the postman's back problems no end

Reviews 56

56 Machine Hunter

Hunting machines isn't much of a pastime, but it will while away the hours in this latest Loaded-esque release from Eidos



66 Ray Tracer

Sony's ultra quick Chase HQ influenced affair gets its engine tuned up for a summer release. Don't blink or you may miss it



58 V-Rally

It's a fast, huge and undoubtedly detailed foray into the world of Rallying. Bang up to date, it's arguably the best rally game we've seen



62 Warcraft 2

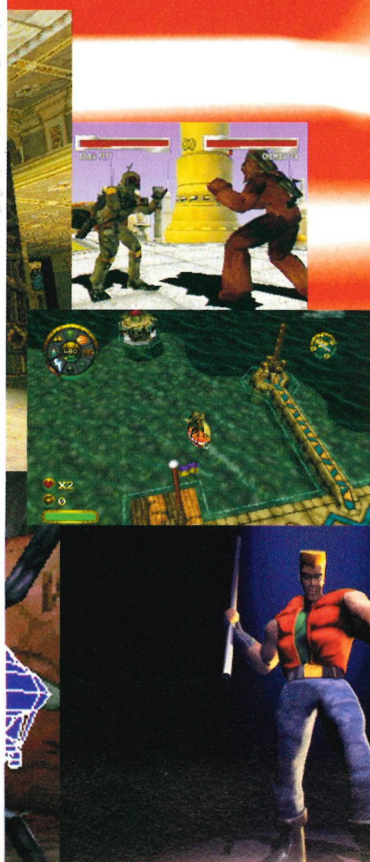
Command and Conquer meets Dungeon and Dragons in this strategic romp through ancient battlefields. All courtesy of Electronic Arts. Cheers





BLOODY spectacular it was! The Electronic Entertainment Expo. June 1997. Atlanta, Georgia. The biggest, loudest games show on the planet. We were there, and so were Tomb Raider 2, Crash Bandicoot 2, Resident Evil 2, Batman & Robin and every other game you'll be playing over the next year. We've fought off Satan's own jetlag to bring you the first full show report, quite literally hot off the presses. So sit back and enjoy the view through our crystal balls

We've Seen The Future...





GLITZ! GLAMOUR! GAMES!

ALL THE above were present and correct at the Greatest Show On Earth. And that's official...



TAKE ONE Top Of The Pops studio set from around the Jimmy Saville era. Now increase the volume by about 1000 decibels. Add a light show that makes Jean Michel Jarre look like a bloke with a keyboard waving a torch about (which, let's face it, he is). Spread it over an area the size of 78 American football pitches and sprinkle with desperate actors dressed up as characters from games. Garnish with extravagant stands, leggy models, and more glamour and glitz than the games software industry strictly deserves. Simmer for three days in the beating Georgia sunshine, and serve.

Yummy. That's the recipe for the Electronic Entertainment Expo, or E3 as it's known in the 'biz'. The annual schmoose and booze shin dig where every software company worth its salt blows its entire profit margin on ludicrous PR stunts and ker-razy parties. It is, in every sense of the word, an event.

Taking over the entire west wing of the Georgia World Congress Centre (all four floors of it) as well as the stupidly large Georgia Dome, the world's game people descended on the 'sleepy' town of Atlanta and shook it by the throat until it burped entertainment, before asking for a receipt.

Despite the rather antiseptic surroundings, the World Congress Centre being as exciting as it sounds and smelling not unlike a leisure centre, the west hall was transformed into a positively psychedelic splurge of colour and PR people.

In among the blokes in suits talking about 'unit sales' and generally being bland chumps, extravagance was the order of the day. Sony managed to construct a sprawling array of walkways, video walls and little alcoves to cement its position as the world's grooviest electronics multi-national.

Our favourite bits, in our hungover, bleary state, were the styrofoam Crash 2 themed areas, where you could play this splendid sequel in a big cartoon cave. It did our heads in a bit, but was still great fun. We also like the Crash 2 video wall, where an animated bandicoot harangued passers-by, courtesy of some bloke hiding behind the scenes with a camera and microphone, causing dismay among humourless American types.

Parappa was there too, although I suspect it was actually someone dressed up as him. Just don't tell Jay as he was bursting with joy when he

met his hip hop hero, in a meeting of the minds which can only be described as 'momentous'.

Eidos, that shy little software house who had something to do Tomb Raider, went a bit mental with a gargantuan Lara Croft cut-out and a huge video wall playing clips from all its games to a soundtrack by its new best mates U2. Needless to say, Lara-mania reached silly levels when the 'real' Lara strode onto the stand and posed about on a motorbike. All very exciting, but we were too busy lounging behind the scenes, getting the inside scoop on her latest adventure.

After she'd done her bit and had wolfed down three spicy curries and a vase full of beer, she was decent enough to sign some of our hormone-heavy Polaroid snaps, especially for you lot. Scurry over to page 24 if you want to win one of these exclusive pics...O! I haven't finished yet!

Oh well, that's got rid of the young boy readers, so it's just as well there was a bizarre array of 'games for girls' on display. Barbie's Fashion Basket, Cosmopolitan Hair-Em-Up and some sickly Rikki Lake sort of thing all caught our eyes, but we didn't pay too much attention as they won't be on the PlayStation and besides, they smelled all funny and flowery and wanted to talk about shoes.

Blokes, men and other sweaty gorilla types were making a beeline for the rootin' and tootin' Activision area, where the theme was split between Bruce Willis and Big Robots. The Big Robot was there for the duration, revolving slowly and looking rather mean, and at one point there was even a scantily clad cyber-bird draped over its vast foot. But she'd legged it by the time we got our camera out. Bruce showed his face later at a bijou press conference and then opened up Planet Hollywood to the rampaging hoardes. Demi won't be cleaning that lot up in the morning.

And as if the days weren't hectic enough, once you'd spent seven hours staggering around, laden down with at least 12 tonnes of press packs and free frisbees, suffering from acute new-games-overload and getting dodgy porn stars and the Mortal Kombat gang to unknowingly make comedy 'one to watch' hand gestures for our happy snappers, there was barely time for a shower and a pizza before lunging out into the humid southern nights for free bars, exclusive parties and celebrity fun.

A veritable who's who of the PlayStation world joined us for a poolside bash for Jay's birthday (a spritely 53, for any lusty ladies out there), rendering the Holiday Inn unsuitable for human habitation for at least a decade. Lucious Jackson rocked the Eidos 'do', in the swanky Georgian Terrace hotel, and several people took time out from perpetual Quake deathmatches to savour the 'joys' of lap dancing. PC owners, eh? Anyway, that's enough name dropping, rumour mongering and dangerous boozing. Let the games commence...



Wish you were here



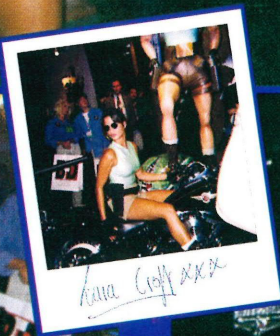
You don't get many of them to the dollar



The Sesame Street cast was in town. Yippee



Sexy Lara Croft - yes, she really exists!



Who's the best? Lara or the bird out of Steel Harbinger?

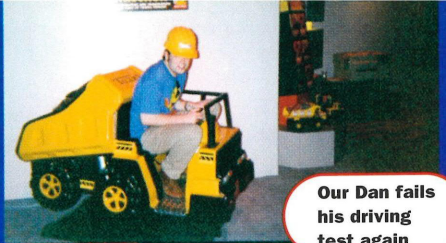


One to watch! PlayStation Pro gets the OK from a blonde model on a motorbike

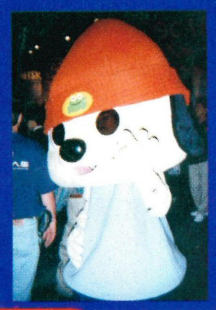


SFII's Ken and Ryu were there throughout

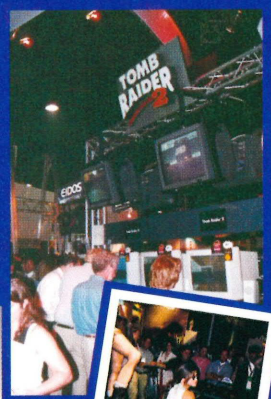
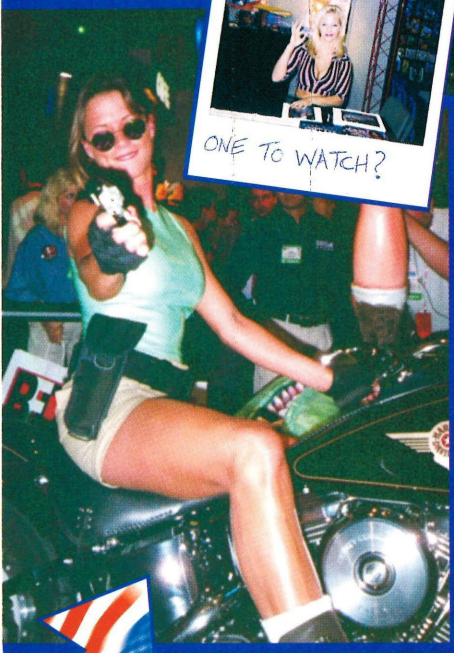
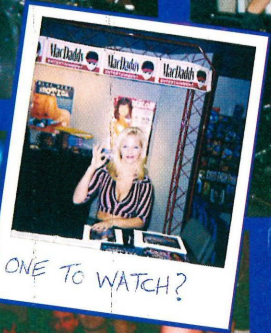
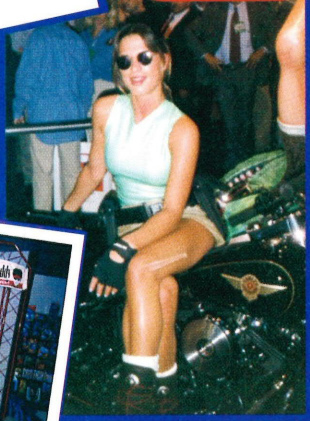




Our Dan fails his driving test again



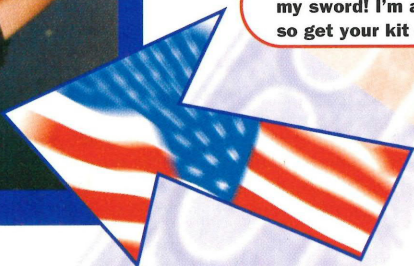
Good old American birds. You can't beat 'em. They're all so brainy and stimulating



Forget scantily-clad lasses - here's Parappa The Rapper!



Hey bee-atch! Get your hand off my sword! I'm allergic to leather, so get your kit off too!



HOT
FROM THE USA

By Dan
Whitehead

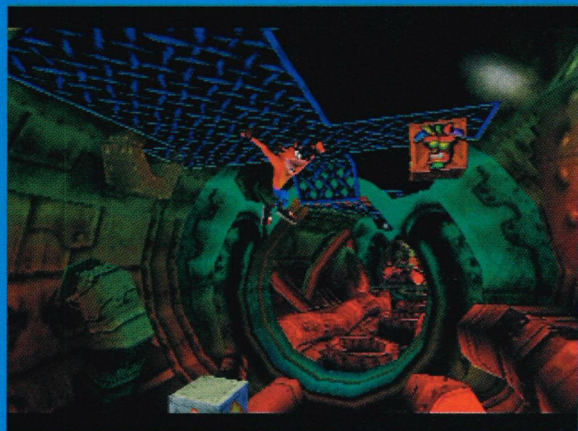
SONY



JUST BECAUSE they invented the bloody PlayStation, Sony thinks that gives them the right to produce loads of hot new games. The cheek of it...



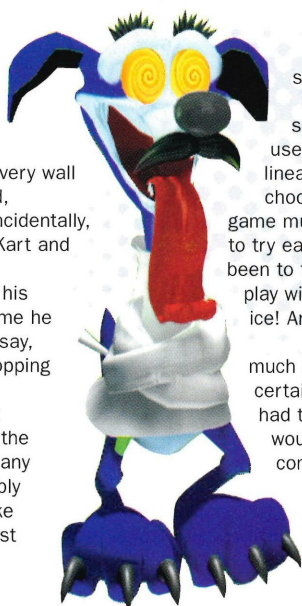
CRASH



WHEN **CRASH** first hit the scene, he was quite obviously being touted as Sony's answer to Mario and Sonic. In Atlanta, he stole their crowns with ease. His furry face leered from every wall and window on the massive Sony stand, overshadowing the Nintendo boys next door (who, incidentally, didn't have anything new to show except for Mario Kart and Starfox. Oh dear).

The story, such as it is, involves Neo Cortex and his latest plan to take over the world. Trouble is, this time he wants our marsupial hero to help him! Needless to say, Crash isn't too keen on the idea and sets about stopping this crazy behaviour.

It's twice the size of the first game, which wasn't exactly tiny to start with, and as with most sequels the whole game engine has been buffed up to address any problems first time around. The graphics are noticeably better as well, especially the increasingly cartoon-like animation of our hairy hero. An animated series must



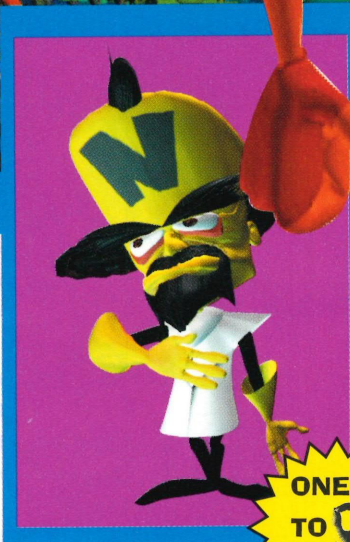
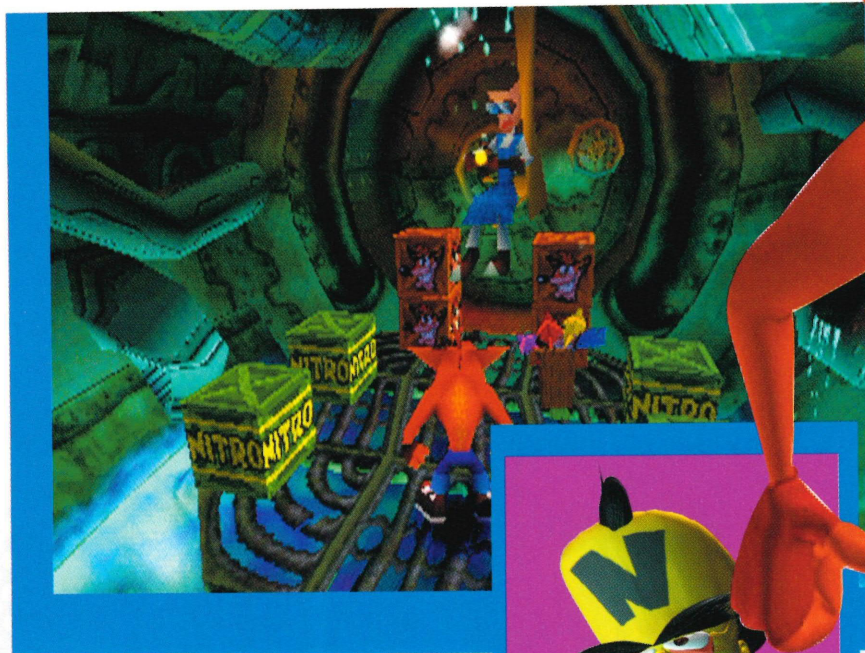
surely be on it's way.

As well as being bigger, the game now offers you several routes through the game, allowing Sony to use that phrase so beloved of software houses - 'non linear'. It is based around 'warp room' and you can now choose from five or six levels at a time, making the game much more varied and allowing the crap and useless to try easier levels when they get stuck. Crash has also been to trick-school, and got a whole new bag of skills to play with. Swing from ropes! Scoot on jet skis! Slide on ice! And, our favourite, fly about on a jetpack!

The game is still 'on rails', so there's not that much exploration to do, but it's bigger, bolder and most certainly better. It was one of the few games where you had to queue for a game and only a drooling madman would bet against this flying to the top of the charts come Yuletide.

SONY Release dates

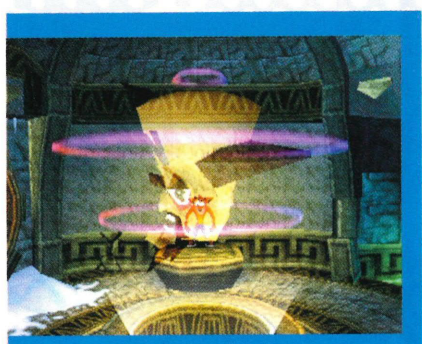
Crash Bandicoot 2 Christmas



ONE
TO
WATCH



BANDICOOT 2: CORTEX STRIKES BACK



*“Swing
from ropes!
Scoot on jet
skiis!”*



HOT
FROM THE USA

By Dan
Whitehead

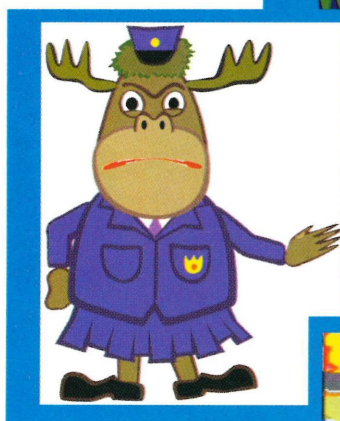
SONY



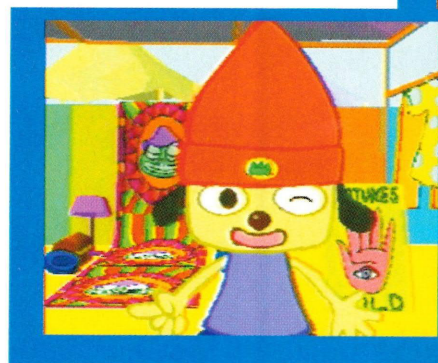
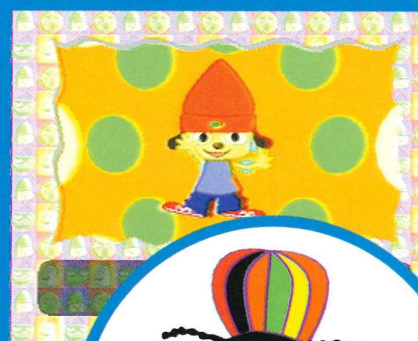
**PARAPPA
THE
RAPPER**



**ONE
TO
WATCH**



***"In the
rain or in the
snow, I've got
the, got the
funky flow"***



IF THERE'S ONE game guaranteed to attract a crowd, it's that top Japanese treat Parappa The Rapper. The Americans are as hungry as us to get an official non-Japanese release for this bizarre treat, and the heaving mass surrounding Parappa was ample proof of their increasing obsession.

If you've never heard anything about this mind-bogglingly strange affair, then imagine the old Simple Simon electronic game, where you had to repeat musical patterns of increasing complexity. Now transplant it to the PlayStation and force people to rap along with a Kung Fu Onion, a Rasta Frog and a Traffic Warden Cow.

The 2-D wafer-thin cut-out characters simply heighten the sense of strangeness, and the music is stupidly catchy. And unlike 'gangstas', Parappa raps about the important things in life, like learning to drive, making a cake and working at a flea market. It's obvious why Public Enemy called it a day now, isn't it?

It's a novelty game, for sure, but we didn't see a single person wander past the Sony stand and not try to have a go. Mind you, while the game sounds great in the hands of an expert, 15 minutes of listening to people from 'Paris PlayStation WoW!' magazine constantly stuttering "In the rain or in the snow, I've got the, got the, got the, got the funky flow" was enough to drive us back to the bar to steady our frayed nerves. A UK release is on the cards, so be prepared to 'check the toilet on the left' later this year. And don't worry, it'll make sense when you see it. Honest.

On the subject of games we've already covered, such is our almost painful finger-on-the-pulseness, Medievil was on the receiving end of a brutal unveiling. "It's Ghouls and Ghosts in 3-D"

cried, well, nobody actually. But they could've done, as for once Lex's cryptic preview headline had some sense behind it. Gloomy atmosphere, 3-D environments and hack-slash action all go together in a heady broth of spooky action.

It's still a long way from completion, but as they're writing the game from front to back, so to speak, the early levels are complete. And a fine treat they are too. They won't have all 30 levels ready until the end of the year though. Boo.

We haven't given Rosco McQueen quite as much coverage, although he did get a brief news flash last month. His mission hasn't changed, he still has to pelt around Sylvester Square's skyscraper saving hostages from rampaging fires. With an assortment of water hurling devices, and a robot pal, his 3-D quest isn't helped by an army of pyromaniacs starting fires as quickly as he can put them out. At a show where fists, bullets and swords were the order of the day, this little gem promised to start a genre all on its own. The douse-'em-up, anybody? I'll get me coat...

SONY Release dates

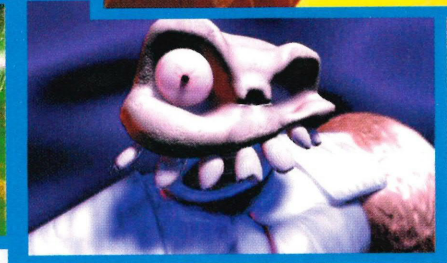
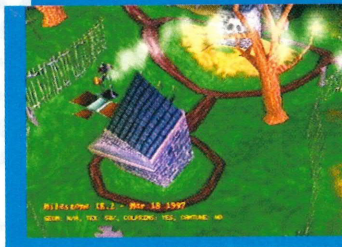
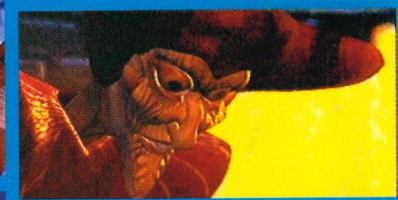
Parappa September

Rosco McQueen September

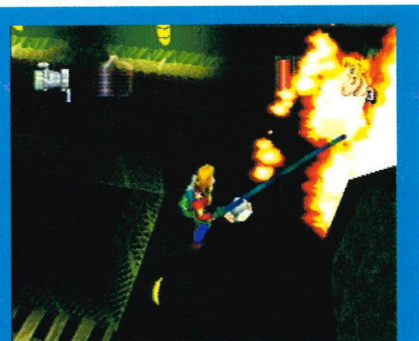
Medievil Christmas



MEDIEVIL



ROSCO McQUEEN



**HOT
FROM THE USA**

By Dan
Whitehead

SONY



**ONE
TO
WATCH**

*"the action is
bloodthirsty"*



T

HE TOSHINDEN series has had a bit of a bumpy ride. After being one of the first 3-D fighting games, a rather rubbish sequel saw this once venerated franchise being overtaken by Tekken and the likes of Star Gladiator, both in the looks and gameplay stakes. Still, not to be out done, the bish-bash-bosh boys are back, with a new and improved style.

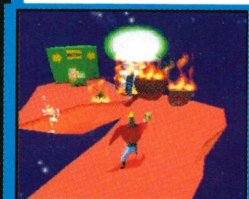
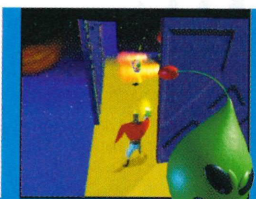
Taking their cue from good old Manga, the 'feel' is unmistakably Japanese, and with texture mapping, light sourcing and gourad shading (and various other big-named technical things) it definitely looks like a contender. One pretty nifty feature is the chance to choose between 30 or 60 frames per second. One is fast but lacking posh details, the other is a bit slower but looks gorgeous.

One game that won't have to prove itself is Time Crisis. Namco's seminal shooting gallery style game has at last been

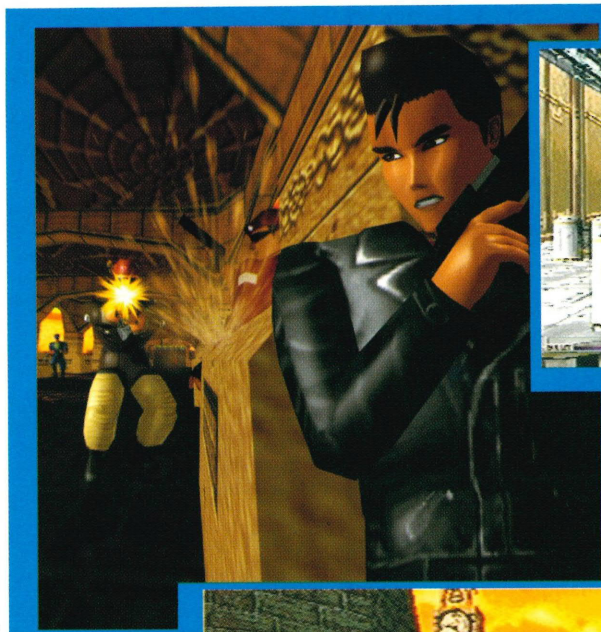
confirmed for release at the end of the year, after months of impatient waiting. It's sickeningly close to the arcade version, especially if you've got a big telly, and the 'duck and reload' action still calls to mind Starsky and Hutch shoot outs. A popular attraction on the stand, as the combination of stunted games journalists plus plastic guns plus gorgeous models offered endless opportunities to 'impress' the opposite sex.

Guaranteed not to impress the ladies, is Spawn. The undead Todd McFarlane comic hero, with a leather mask stitched to his face, won't be pulling the birds down the club. He will, in all probability, pull the punters in the software shops though. Taking it's inspiration from 3-D adventures like Deathtrap Dungeon (see page 27) and Nightmare Creatures (over the page), it's a beat 'em-up with exploration overtones and a moody style that captures the comic's feel to a tee. The graphics are brilliant, as you'd hope, and the action is bloodthirsty and more than a little

SPIRAL SAGA



CAPTAIN BLASTO



TIME CRISIS



ONE
TO
WATCH



grim. Sad comic fanboys that we are, we like the look of this quite a lot.

Other hot products vying for our attention included the light hearted, double entendre feast that is Captain Blasto, where you control the titular '50s sci-fi hero through some impressive 3-D platform action. The voices come courtesy of various American comedians (who can also be heard on TV when watching The Simpsons). Expect crisp fun and gags about Uranus.

Spiral Saga is a groovy looking RPG in which you start off with no experience, money or powers and must build yourself into a top-notch adventurer by interacting with over 50 other characters.

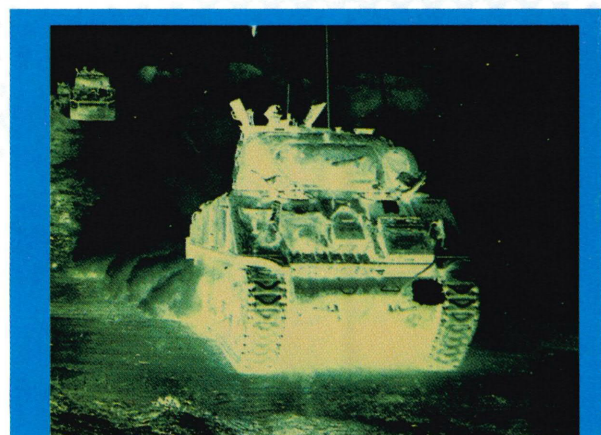
For simulation fans, Steel Reign puts you at the helm of a futuristic tank and says 'kill everyone' and adrenalin junkies can look forward to yet another rave from the grave in the form of Xevious 3D, another classic blaster revived for the 32bit wonder consoles.

SONY	Release dates
Toshinden 3	Summer
Time Crisis	Christmas
Spawn	Tba
Captain Blasto	Winter
Spiral Saga	Winter
Steel Reign	Autumn
Xevious 3D	Summer



SPAWN

STEEL REIGN



**HOT
FROM THE USA**

By Dan
Whitehead

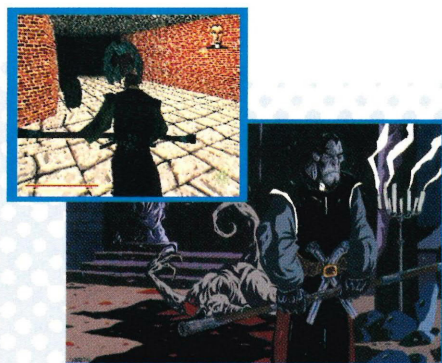
"bob and splash about"

SONY



FINAL FANTASY VII

SONY	Release dates
Final Fantasy VII	Autumn
Hercules	Autumn
Z	Autumn
Nightmare Creatures	Autumn
Rapid Racer	Summer



NIGHTMARE CREATURES

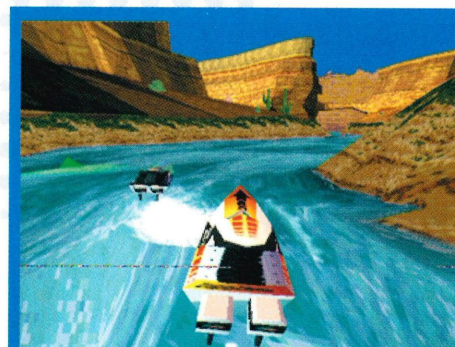
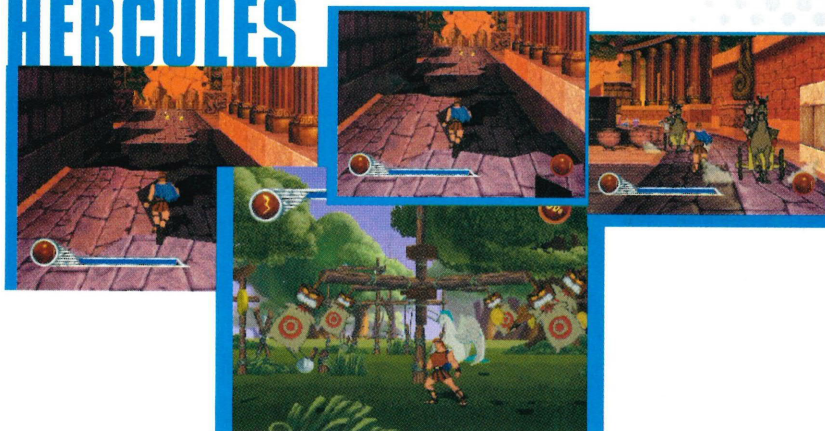
➡ **BIG DADDY** Sony's hit wagon just kept on rollin', with the news that they'd snagged the rights to Disney's next animated blockbuster, Hercules. Seeing as America was whipping itself into a Hercules merchandise frenzy at the time, as the film hit the screens the week after the show, the time was right to unveil the game. It's a sort of adventure game, using the same animators and animation techniques from the film. If you like that sort of thing, you'd probably be happy to hear that the songs from the film crop up too. The Bitmap Brothers PC hit, Z, will now be headed PSXwards also. Yet another Command and Conquer clone, it's got a futuristic robo-war theme and a sense of humour.

Nightmare Creatures, the gothic Lovecraftian beat-em-up from developers Kalisto, has found a home on the Sony ranch and it still looks like a scary Hammer Horror romp that should go down

well with the Resident Evil fans out there. And, at long last, the mother of all RPGs has been confirmed. Final Fantasy VII, from the indecently excellent SquareSoft, was on display. Jaw dropping 3D graphics are the icing on the cake, but as cakes go it's the biggest cake ever. Which is a bizarre way of saying that FFXVII is the biggest bugger of a PlayStation game ever. Three discs worth, would you believe?

And for those who like the idea of Rage Racer but prefer 'water sports', you might want to keep an eye on Rapid Racer, a fast and frantic boat racing game in which water is realistically simulated, allowing you to bob and splash about causing havoc catching other speedboats in your wake. Eighteen tracks and a gob smacking 50 frames per second (and that's on the PAL version) should make this a bit like Howards Way on speed. Very good fun.

HERCULES



RAPID RACER



RAGE RACER

"A STUNNING GAME"

Play Magazine

94%

"RAGE RACER BREAKS ALL THE MOULDS,
PUSHING EVERYTHING TO THE LIMIT"

PlayStation Plus

93%



namco

RAGE RACER £39.99 RRP. PLAYSTATION GAMES FROM £19.99 RRP.



SONY



DO NOT
UNDERESTIMATE
THE POWER
OF PLAYSTATION

HOT
FROM THE USA
By Dan
Whitehead

PSYGNOSIS



F1 '97

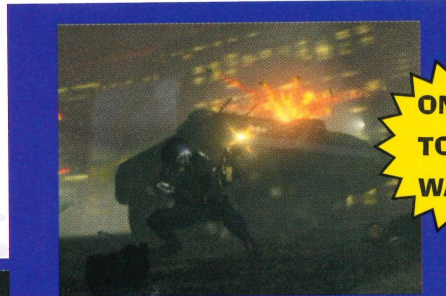
FROM the humble environs of its abandoned warehouse in Bootle (or somewhere similar) to the glamour of Atlanta, Psygnosis consolidates its status as the world's favourite games company



COLONY WARS

**"G Police
was another
instant hit"**

G POLICE



**ONE
TO
WATCH**



tHE CHEEKY, CHUNKY, scouser monkeys were out in force this year (there's not a single car stereo left in the whole of Georgia) and, as we revealed last issue, its '97 line up is a stonker. F1 97 was a big draw, now looking a little more polished than the last time we saw it. The two player mode attracted a lot of attention, as did the presence of realistic weather conditions. There were more tracks to look at, and it is starting to look more like a full game and less like the one track demo we'd seen previously. A hit, methinks.

G Police was another instant hit with the yankee doodle dandies, sucking in Americans from all over the place and causing them to use words like 'neat', 'shucks' and even 'hubba hubba'. Whatever that meant. Even though it looked pretty much finished the last time we saw it, it is now in the final stages of buffing and pruning and making sure each level is a gorgeous eye-feast. It's still as fast and marvellous as ever, but it was worth the crowd-shoving effort just to see the Americans dribbling over a game we knew was fantastic. The 'Told You So' factor was in full effect, as was a big bucket of national pride that such loveliness came from our own fair isle.



PSYGNOSIS	Release dates
Formula 1 '97	Summer
Shadow Master	Summer
Overboard	Summer
G Police	Summer
Colony Wars	Summer
Psybadek	Christmas
Rascal	Christmas

**HOT
FROM THE USA**

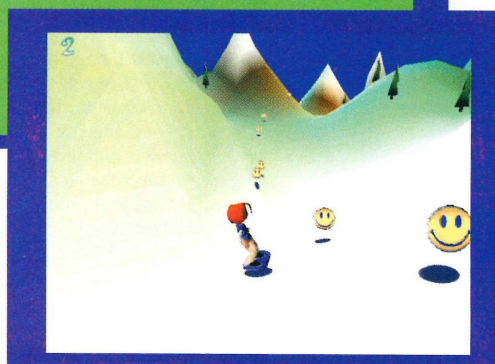
By Dan
Whitehead

PSYGNOSIS

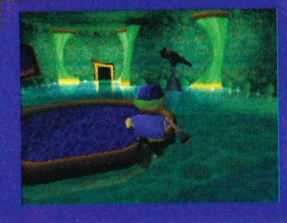
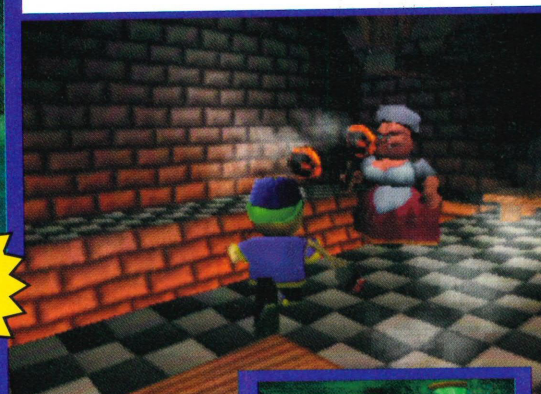
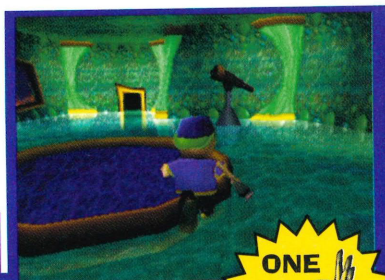


SHADOWMASTER

"the game engines are present"



RASCAL

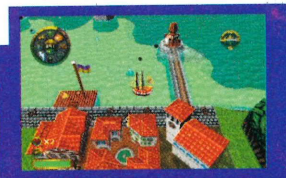


► **THE TWO MARIO64** style runarounds, Psybadek and Rascal, were both on display as well. They still look a long way from completion, but the game engines are present and correct and managed to steal a fair bit of thunder from Mr. Nintendo's pompous bleatings. The smooth 3-D certainly kept gaggles of State side journos glued to the screen, "It can't be done" they sobbed, looking under the PlayStation for mirrors, trap doors and other conjuring trickery. We just sat back and smiled knowingly, quaffing gin and swapping Brookie anecdotes with our Liverpudlian pals.

Discworld 2 was a title we simply had to be interested in, largely because we keep getting letters about it from you lot. Look to the back of the mag for the complete solution to the original (something else you continually pester us for), and look forward to the sequel which is looking every bit as fine as the first.

The rest of the Psyggie stand was taken up with its less high-profile titles such as Colony Wars, Shadow Master and Overboard. Naturally, the majority of the people-traffic was flowing in the direction of G Police, but most took the time to cast an appreciative eye over the rest of the crop. Which was nice.

and correct"



PSYBADEK

OVERBOARD

DISCWORLD 2



HOT
FROM THE USA
By Dan
Whitehead

CORE DESIGN

THE HYPE machine was in overdrive for the official 'come on everyone, have a go' Tomb Raider 2 unveiling. Crowds? Yeah, just a few...

CORE DESIGN Release dates
Tomb Raider 2 | Autumn

TOMB RAIDER 2



IF AT ANY TIME you wanted some breathing space in the midst of the fleshy squash, all you had to do was point somewhere and say "Lara's arrived!". Within three seconds you'd be on your own, like the purveyor of a nasty fart. Lara-mania was the mood, especially when it was announced that Lara herself would be making an appearance. Somehow, between the paparazzi flashbulbs and blaring U2 soundtrack, we managed to remember that there's an actual game connected to all this Lara business.

So what's it like? Bloody fantastic, that's what. Where the original broke new ground in 3-D graphics, but left something to be desired in the constant action stakes, TR2 keeps the action moving with more enemies and less wandering about. The exploration angle is still there, if anything it's stronger than ever, but the locations like Venice offer the chance for Lara to go toe to toe with gangs of thugs rather than the occasional wolf.

The scenery is stunning, the controls are tighter and the graphics are awesome. For instance, Lara's ponytail now sways and moves as she runs and jumps. A little thing, yes, but just one example of how the basic Tomb Raider idea and engine has been updated and improved tenfold.

With a stronger storyline, rather than that vague sort of Roswell intro to the first, the game makes a bit more sense as well, and the levels are a lot more varied than before. From the Great Wall of China to a sunken wreck, you won't be seeing too many bland caves here. She's even got some new costumes, as her shorts are a bit sweaty after wearing them for a year. She even wears a wetsuit in the new game, news that's bound to increase the sales by about 50 per cent on its own.

We don't really need to say it but Tomb Raider 2 (or Tomb Raider 2 Starring Lara Croft to give it its full title) is going to be stupidly, mind bogglingly big. Do yourself a favour and reserve a copy now.



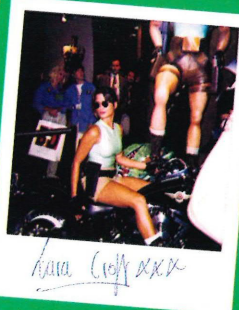
*“Her shorts are
a bit **sweaty**”*

Win Exclusive **SIGNED** Lara Pictures!

Oh by God, yes! While the world's press snapped and snarled outside, we were chilling out backstage with Eidos and Core Design away from the media whirlwind.

Lara swept back through, leaving the panting hordes wanting more, but just before she jetted off again (apparently she had some tombs that needed raiding) she graciously agreed to sign our Polaroid snaps. Now, while we were naturally tempted to keep these exclusive items under our mattresses, we thought that you lot might like to get your hands on them.

So if, for whatever reason, you want one of these **EXCLUSIVE! SIGNED!! POLAROIDS!!!** then simply write in and tell us the name of the fabled object that Lara was hunting for in the original Tomb Raider. Send your entries to our usual Freepost address and mark your entry 'I'm A Mucky Pup'.



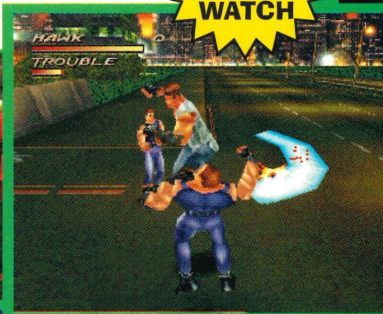
**HOT
FROM THE USA**

By Dan
Whitehead

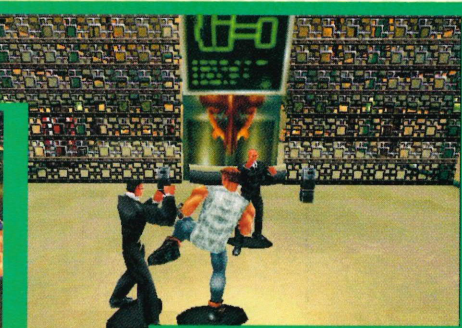
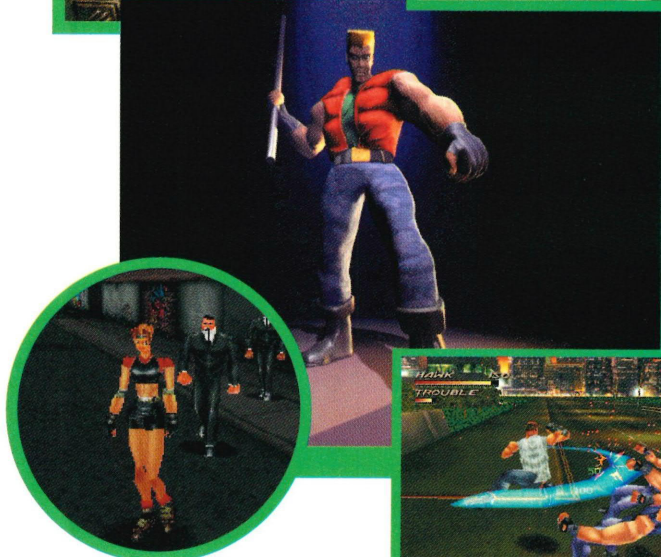
CORE DESIGN



**ONE
TO
WATCH**



FIGHTING FORCE



ONCE WE'D managed to stop Core bleating on about this silly Tomb Raider 2 business, as if anyone really cares, it admitted that it did have some other games to show us.

Swagman was on show, but we've already reviewed it so we demanded something shiny and new. Fighting Force, for instance. Continuing its 'we're mad for 3-D game engines' theme, this is a feast of polygon gluttony in which you control a beefcake (or two beefcakes in the rather marvellous two player mode) and wander about various seedy locations leathering the shite out of bad guys. A shameless throwback to the days of Double Dragon and Renegade (remember that?), but with the new-found freedom of movement, it's almost as if it is a brand new idea.

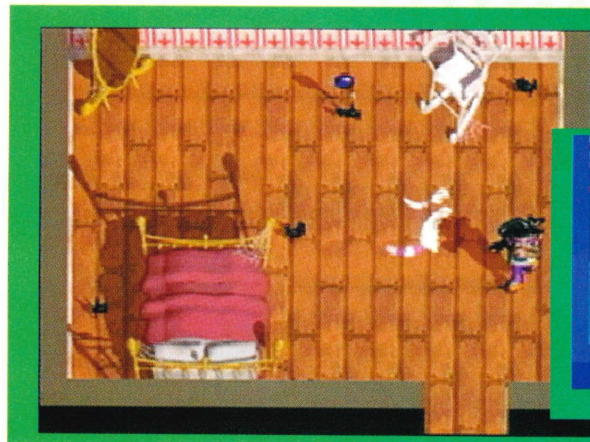
One truly entertaining innovation is the chance to use the scenery as a weapon. On top of a selection of guns, knives and chains, you can pick up chairs, hub caps and

crates to smash in people's faces. Lovely. Even better is the way you can, for instance, use a drinks machine. Out pops a bottle of fizzy drink. Now smash the bottle and use its jagged edges as a lethal weapon.

Hardly likely to endear it to the 'moral majority', but we're too rock n' roll to be bothered. While our interest in fighting games is on the wane, the sheer brutality of Fighting Force kept us playing till our skin flaked off in the Georgia heat.

CORE	Release dates
Fighting Force	September
Swagman	Very soon

**"we're
mad for
3-D game
engines"**

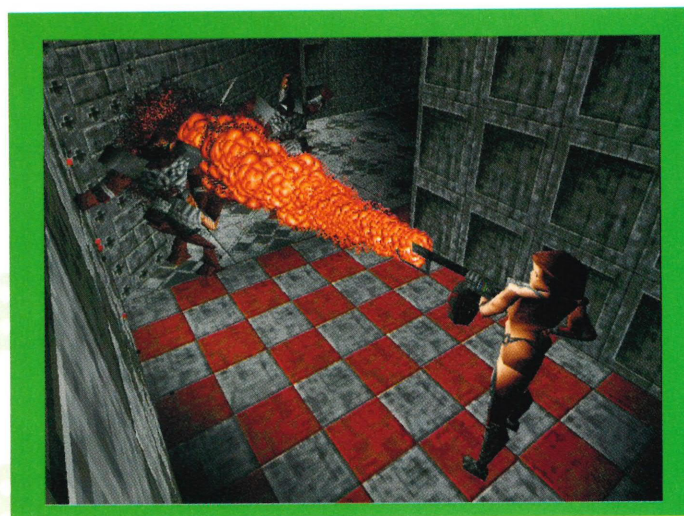
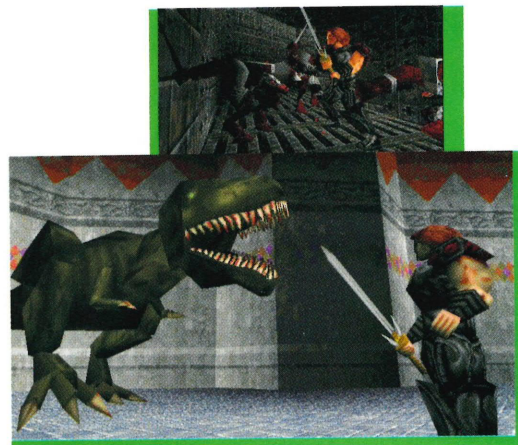
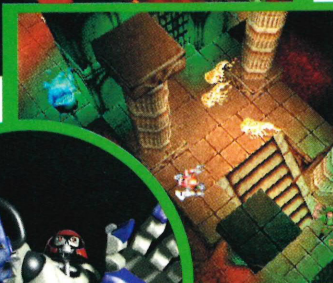
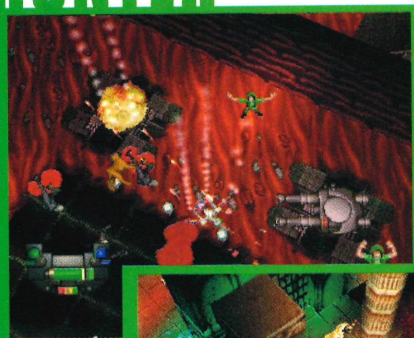


SWAGMAN



ALWAYS up for a bit of an 'event', Eidos seemed content to let Tomb Raider 2 suck in the crowds. Not that it didn't have anything of its own to show off...

MACHINE HUNTER



WHEN IAN LIVINGSTONE wrote the Fighting Fantasy gamebook, *Deathtrap Dungeon*, many years ago, do you think he ever thought that one day it'd be turned into a 3-D adventure game, complete with dragons, goblins and monsters? And do you think he ever thought it'd be one of the hot attractions at the world's biggest games show? Possibly not. I certainly didn't think so, when I was eight years old, cheating like buggery to get to the end of the book. The relevance of this paragraph? None at all, but *Big Show Burnout* is starting to set in and my head's gone for a burton.

It's not a million miles from, surprise, *Tomb Raider* in execution but with added swordplay. What is impressive is the size of the enemies. Take a look at that bloody dragon, for instance. Big bastard, isn't he?

Your hero (or bondage-clad heroine) can leap and clamber like a good 'un, and with all sorts of key and switch action as well, it should test the mind as well as the sword arm. Speaking of which, a variety of fighting moves are available, to make dicing goblins a bit easier. Hopefully this won't get too lost in the flood of 'Tomb Raider-esque' games currently in the pipeline, but with the might of Eidos behind it, that's pretty unlikely.

Other Eidos goodies whoring themselves to the whims of sweaty businessmen included *Machine Hunter*, the overhead robo-blaster reviewed in this issue, *World League Soccer*, a footy game and therefore a mystery to the hordes of Americans and All Star Soccer, another football game but one enlivened by comic touches. We've already previewed it in issue eight, but we can confirm that it is indeed 'quite funny'. It wasn't all laughs and fun with Eidos though. It sadly announced that its 'Command and Conquer in space' strategy thing, *Conquest Earth*, won't be coming out on the PlayStation. Sob.

EIDOS INTERACTIVE	Release dates
Deathtrap Dungeon	September
Machine Hunter	Very soon
World League Soccer	Tba

HOT

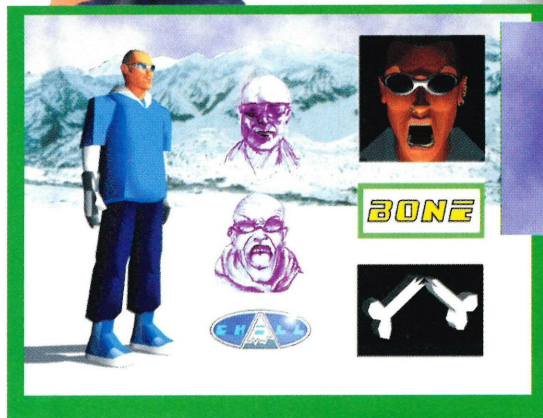
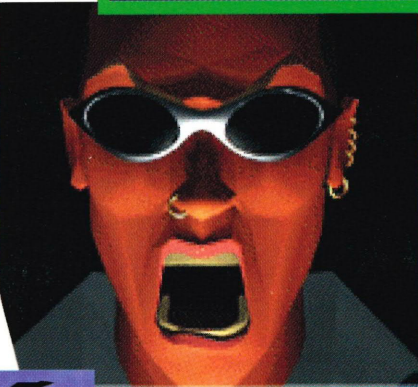
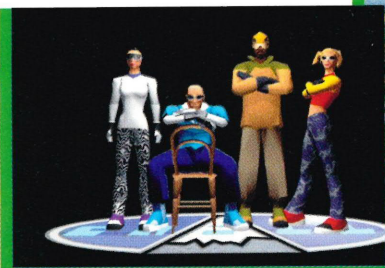
FROM THE USA

By Dan
Whitehead

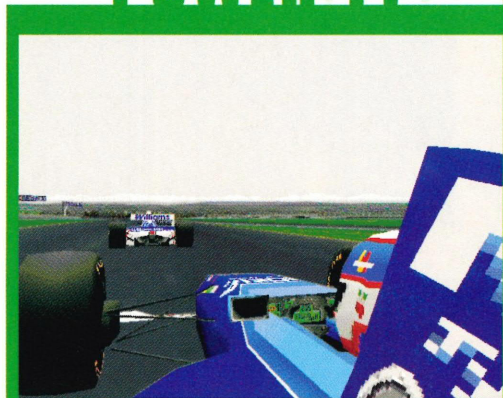
EDOS INTERACTIVE



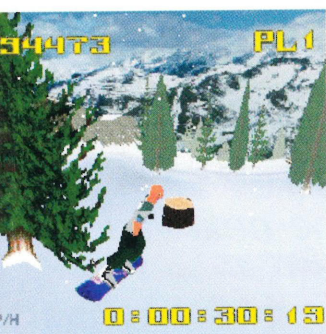
CHILD



POWER F1



DAIKATANA



LUNATIK

EIDOS INTERACTIVE Release dates

Chill Feb '98

Lunatik Jan '98

Daikatana Apr '98

Power F1 Tba

All Star Soccer Tba

➔ **LOOKING EVEN FURTHER** into the future, all the way to 1998 in fact, there'll be an even bigger injection of game-steroids into the PlayStation vein from the Eidos-needle. Chill will be its big, seasonal hope around February time when, with a bit of luck, the ground will still be covered in lovely snow, thus putting everyone in the mood for another snowboarding game. Because that's what Chill is.

After the amusing but dull Cool Boarders, the time is right for someone to produce a 'proper' snowboarding sim, and Chill looks like it could be the one to scoop the Normski Bobble Hat Award. With added 'fun' stuff to leap over and avoid, like cows and trains, and rendered 'dude' characters it has certainly got more character than Sony's mistimed effort.

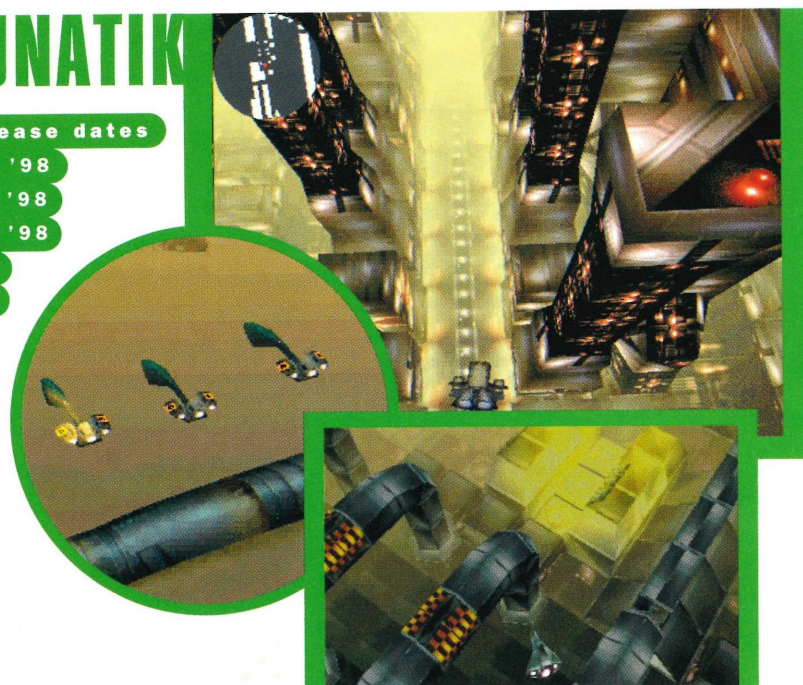
Chill aims to, apparently, recreate the 'freedom and self-expression' that characterises sliding down a mountain on a plank. What this means in real terms is instead of Cool Boarders' three (three, for God's sake!) courses, you've got a whole valley to explore, with 50 runs dotted throughout. Which makes it a tad larger than Cool Boarders. There are also bonus runs where you get to do ski jumps and try to out race avalanches, both of which should appeal to 'danger sports' addicts. Oh, and it runs at 30 frames per second and uses a skeleton based modelling system. Not that we understand what that means, but Eidos seemed very excited about it so it probably means it'll look lovely.

Also hitting the shelves near the start of next year, providing everything goes according to plan, will be Lunatik. This visually tasty 3-D shooter has graced our news pages a couple of times, but now we've seen it in glorious motion. Viewed from above, you sweep around dizzying rendered cities blasting the cack out of wave upon wave of alien ships. Combining the stripped down action of classic games like Defender with posh graphics, this should be a hit with the no-nonsense arcade gang.

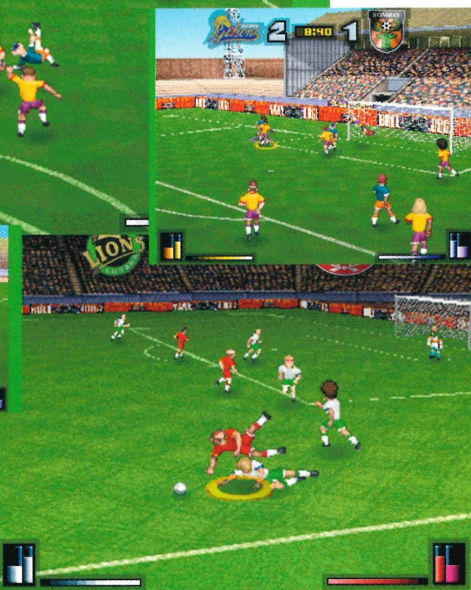
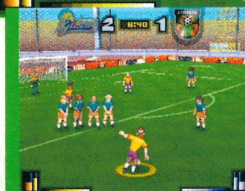
As next Spring looms, Daikatana should be kicking in the dojo door and screaming ninja nonsense in our faces. Our flabby jowls drooped when we saw it was another Doom clone, but then they rose up again when we heard that John Romero was involved. He may look like a fat nerd with girls hair, but he did write Quake and Doom with his legendary software house, id. So we might let him off.

The 'story' focuses around the Daikatana sword, a samurai weapon that allows time travel, of all things. Run around and hack people to bits basically. Nice to see Romero coming up with a new idea then.

Boldy clashing swords with Psygnosis, Eidos showed off its fast car racer Power F1. We'd say it's a tad more arcadey than the Psygnosis licence, and it does lack the dulcet tones of Murray Walker prolapsing with excitement. Still, it's certainly fast and sleek enough to cause some ructions when the two racers squeal away from the starting grid later in the year.



*"blasting the **cack** out of wave upon wave of alien ships"*



ALL STAR SOCCER

**HOT
FROM THE USA**

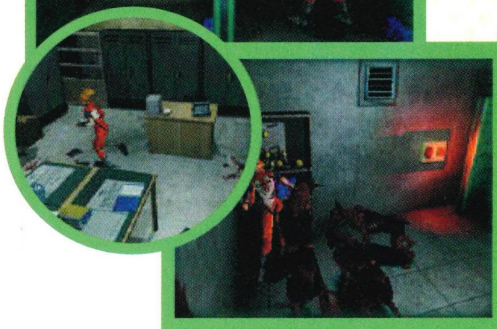
By Dan
Whitehead

VIRGIN

THANKS to its deals with the likes of Capcom and Westwood Studios, Virgin won't be short of hits over the next year

VIRGIN	Release dates
Resident Evil 2	Christmas
Resident Evil Directors Cut	Christmas
Fighter EX Plus	Christmas
Megaman Neo	TBA

RESIDENT EVIL 2



Oh my God! Run! It's a zombie!" That's what you might have said, had you passed the Capcom stand while slightly pissed. If you were sober, you would've said "Run! It's an out of work actor with blue face paint!". There was, obviously, a Resident Evil vibe to the stand, you see. That doesn't mean that Resident Evil 2 was on show though. At least, not properly.

The silly zombies were promoting Resident Evil: Directors Cut, which comes with a playable demo of RE2. Now, I'm not sure about this Directors Cut nonsense. It features new cut scenes and some new monsters, but it's basically the first game with a few bits moved around. Hence, we presume, the wallet-tempting RE2 demo.

Still, we had a 'do' on the demo, and it's great. Faster, smoother and less stilted than the first game, it looks really promising. So bloody release it, for Christ's sake! And stop arsing about with 'Directors Cuts'. Who do you think you are? James Cameron?

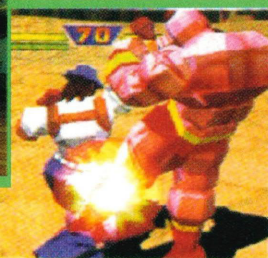
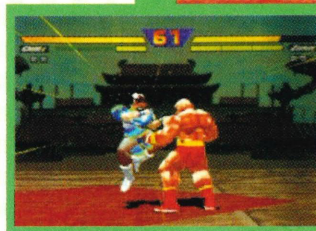
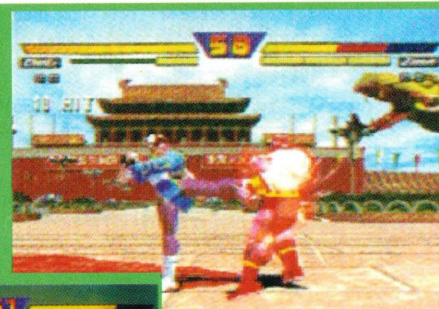
Capcom did, at least, confirm that a Resident Evil movie is being made by the same people who are making Fantastic

Four and Silver Surfer films and the cast and crew are due to be announced soon.

Chop socky fans are in for better news, with the first playable PSX versions of Street Fighter EX Plus on show. Basically SF goes 3-D, bringing Ken and co screaming into the '90s. With 18 characters, including new boys like Skullomania and Cracker Jack (Crackerjack!), it builds on Capcom's 3-D 'practice' Star Gladiator to offer solid fisty-fun. And the good news is, it's exclusive to the PlayStation.

Still on the subject of Street Fighter, a collection of three SF games (Super Street Fighter 2, Street Fighter Turbo and Street Fighter Alpha 2 Gold) is coming out on two CDs at a budget price. This may or may not be a bargain, depending on how you view this whole Super Duper Street Fighter Alpha Beta Turbo 2 Gold Spanking Edition Volume One business.

Speaking of ancient games that just won't die, MegaMan Neo is the latest outing for the blue-suited platform stalwart. And guess what? He's in 3-D! Blimey! But as MegaMan has never really taken off in Europe, I wouldn't hold your breath for a speedy UK release.



STREET FIGHTER EX PLUS



MEGAMAN NEO

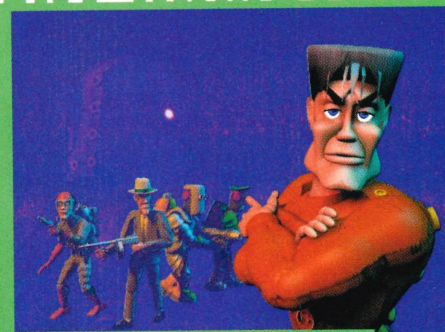
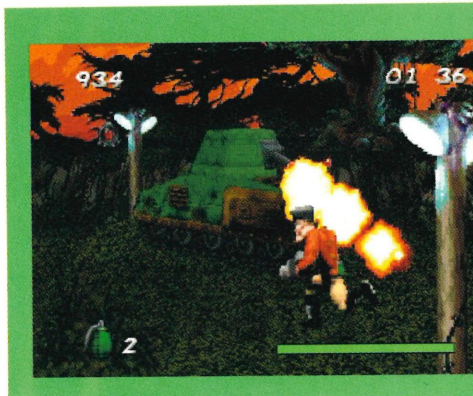
RESIDENT EVIL: DIRECTORS CUT



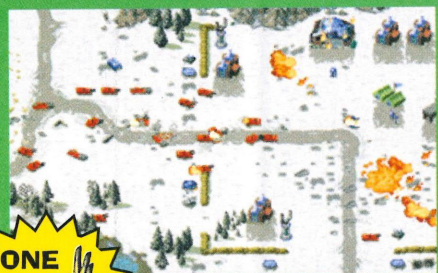


**"Marvel Super
Heroes got our
saliva
glands
dripping"**

AGENT ARMSTRONG



C&C: RED ALERT



MARVEL SUPERHEROES



a

ADMITTEDLY, AFTER BEATING our way through the crowds to see Resident Evil 2, we were more than a little exhausted. It was worth sticking around in the crush though, just to see some of the other quality titles slipping out of the Virgin game-sac.

Red Alert is the other eagerly anticipated game, at least it is if our mailbag is anything to go by, and it's looking bloody good. Taking place before the events of Command & Conquer, it's a polished remake of the original rather than a true follow up, but judging by the amount of mail we get about C&C that's probably no bad thing. And, the good news is that the differences between the PC and PlayStation versions will be minimal. Hopefully, the interface will be redesigned to make it more suitable for console play, thus doing away with the clunkiness that marred C&C.

Agent Armstrong was also on display, already previewed in issue eight, and is now showcasing an impressive 3-D engine bolted onto the traditional platform genre. As well as left and right, Armstrong can move into and out of the screen, exploring buildings and hiding behind walls. It's a sturdy game, with some neat gimmicks up its sleeve and, if all goes well, it deserves to be a sleeper hit.

Capcom's latest 2-D fighter got its first public airing too. Shamelessly using the Street Fighter engine once more, Marvel Super Heroes got our saliva glands dripping simply by offering us the chance to beat each other into the floor in the guise of Spider-Man, Hulk, Iron Man and Wolverine. The graphics are great, looking like they've leapt from the pages of the comics, and with such a groovy array of characters the special moves are frankly the best.

VIRGIN Release dates

Blazer Champs TBA

Agent Armstrong Summer

C&C: Red Alert Autumn

Marvel Superheroes TBA

Herc's Adventures TBA

Blade Runner 1998

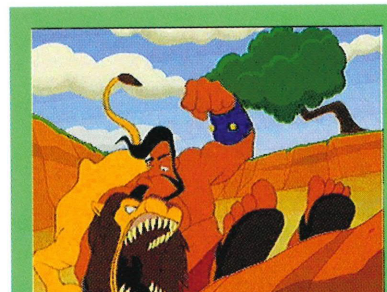
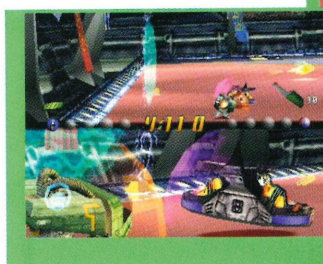
Star Wars: Teras Kasi Christmas

HOT
FROM THE USA

By Dan
Whitehead

VIRGIN

BALL BLAZER CHAMPIONS



BLADE RUNNER

**ONE
TO
WATCH**



HERC'S ADVENTURES

► Spider-Man swings about, Wolverine slashes left, right and centre and The Hulk, well, Hulk just sort of hits things and grunts. Traditional fighting fans should lap it up. More fighty fun heralded LucasArts latest release. Still squeezing the Star Wars franchise for all it is worth, it proudly unveiled Masters Of Teras Kasi in front of drooling Skywalker fans.

It's a 3-D beat 'em-up based on the Shadows Of The Empire story arc, and lets you pick from Han, Chewy, Leia, Luke, Boba Fett and various other Jedi jokers. Sad fan boys that we are, the Star Wars tie-in will probably be enough to make us overlook the unoriginality. Also present and correct were Ball Blazers, a future sport effort based on a game from the early '80s, and Herc's Adventures, a cartoon style adventure based on Greek legend Hercules. It looks more like Asterix to us, but what do we know?

Gossip-wise, cult movie fans might like to know that a game based on Blade Runner is in development from Westwood Studios, the Command & Conquer people. While it's initially pencilled in for the PC, a PlayStation version is also being mooted. But don't quote us on that, it might be a premature moot.

STAR WARS: MASTERS OF TERAS KASI





WHILE EA had rather too many PC releases for our liking, it was at least decent enough to show off two stonkers for us, the rowdy PlayStation gang.

Nuclear Strike was first up and, as you probably know, it's the sequel to the mightily popular Soviet Strike. Now Soviet Strike was indeed a top game, but let's face it, it was bloody hard. Nuclear Strike is just as challenging, but it opens up the Strike world with the addition of 10 vehicles to control rather than one poxy helicopter. You can, for example, drive a tank. Or you could zip about in a Harrier Jump Jet. Or, apparently, you can bumble around in a hovercraft, of all things.

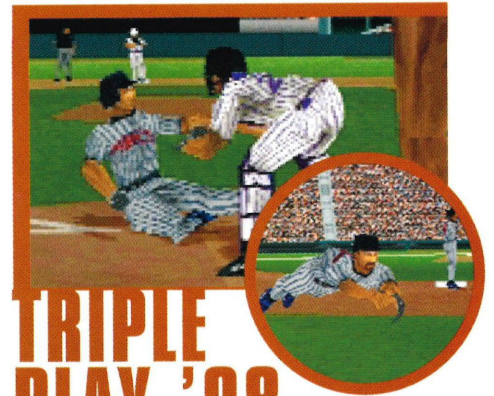
It runs 25 per cent faster than Soviet and features more realistic scenery and you can actually destroy leaving craters and debris wherever you go. The enemies are smarter too, and will change their plans to foil your efforts.

Add the return of some quality FMV with all the crazy Strike Team, and this should mirror the success of its daddy.

The other big EA news was that it has signed up the game based on Spielberg's low key arthouse flick Jurassic Park: The Lost World. Developed by DreamWorks, Spielberg's own company, it allows you to play as various characters including a hunter, a scientist, a Velociraptor, a T-Rex and a 'Compy' dinosaur, whatever that is.

There are 24 levels of 3-D stalk and flee fun, with a 'revolutionary' animation engine and those wacky camera angles so beloved in 3-D games. The music comes straight from the film, and if the rest of the game is as fun as the bit we played (where you get to eat people) then we'll stamp it with the word 'hit'.

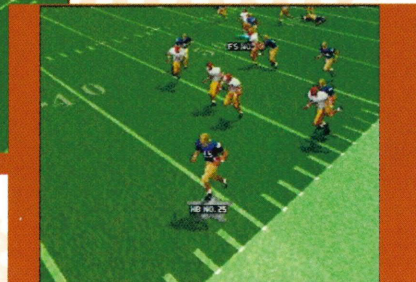
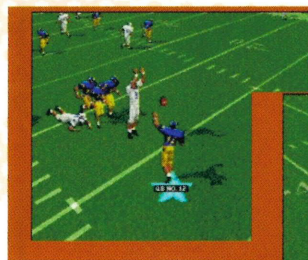
There were also the usual array of sports games with initials and numbers after the title, but they all sort of blurred into one. Suffice to say that Triple Play '98 (baseball), NCAA Football '98 (American football) and Test Drive 4 (fast car driving) were all on display as well.



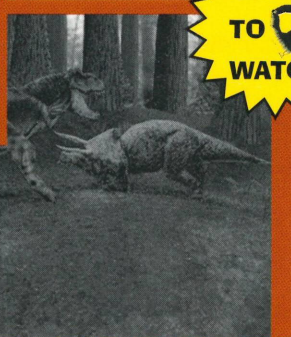
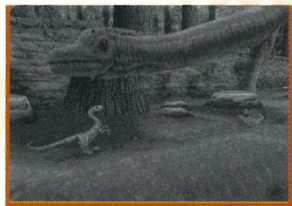
TRIPLE PLAY '98



NUCLEAR STRIKE



NCAA FOOTBALL '98



JURASSIC PARK 2: THE LOST WORLD

NEVER one to shy away from the 'monster game' approach, it was all choppers and chompers down EA's way

ELECTRONIC ARTS	Release dates
Nuclear Strike	Winter
Jurassic Park 2	Autumn
Triple Play '98	TBA
NCAA Football '98	Winter
Test Drive 4	TBA

HOT
FROM THE USA

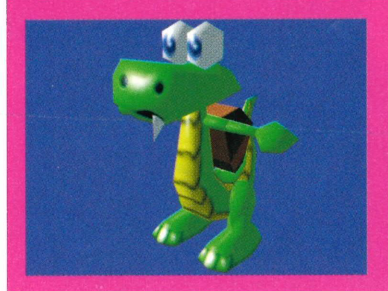
By Dan
Whitehead

"It's cute, technically impressive and instantly playable"

IT SEEMED like everyone was showing off a Super Mario64 style game. "We can do that too" bellowed the Fox posse



CROC



FOX INTERACTIVE Release date

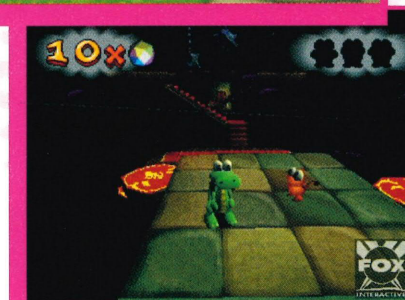
Croc Winter

a

FTER BRUISING OUR tender egos with the news that its much-vaunted Simpsons and X Files titles were going to be PC and Mac only interactive encyclopedias, Fox then had the decency to soothe our steaming brows with a good long look at Croc, its 3-D platform sensation.

Unashamedly Mario-esque, you control the titular crocodile through 60 odd levels of three dimensional exploration and leaping. The aim of your quest is to fight your way through six islands, freeing little furry things with big doe eyes. Hardcore and gritty this isn't.

With a familiar 'over the shoulder' viewpoint, augmented by a roving 'have a look around' view, the 3-D effect is certainly one of the most convincing. And believe me, we've seen plenty of psuedo-3-D games at this year's show. It's cute, technically impressive and instantly playable, but how it fares against Psygnosis' Rascal and Psybadek, Telstar's Joe Blow and the inevitable thousand other similar titles later in the year is another matter. Of them all though, Croc looked the nearest to completion and might just beat the others to the shelves.





ACCLAIM



TUROK

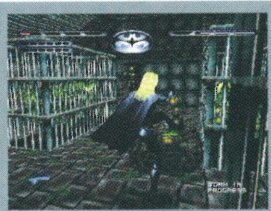


ACCLAIM	Release dates
Fantastic Four	Autumn
Batman and Robin	Autumn
NHL Breakaway	Xmas
Forsaken	1998

THE FILM licence
freaks go comic-book
bonkers and swamp
us in Bat-business

SEEING AS **BATMAN** and Robin opened in the States during the show, it wasn't too much of a surprise to find the Acclaim stand swamped in Batman related gubbins to draw attention to their increasingly promising PSX game.

Its adaptation of the inevitable smash hit flick is coming on at light speed, and the rough engine we saw a few months ago is now looking more like a proper game and less like a demo. The Tomb Raider style gameplay, although derivative, works a treat in the Batman universe, and this could well be the first film tie-in to actually capture the movie's 'feel'.



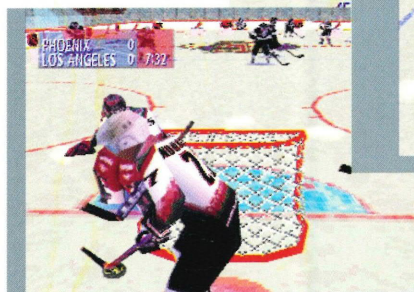
BATMAN & ROBIN

**HOT
FROM THE USA**

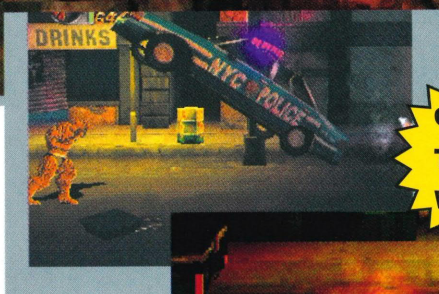
By Dan
Whitehead

ACCLAIM

FANTASTIC
FOUR



NHL BREAKAWAY



ONE
TO
WATCH



"this
could
well be

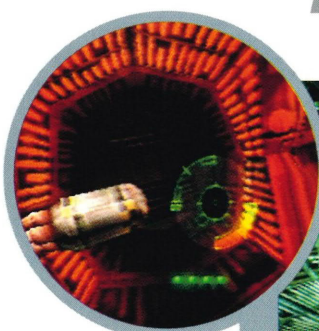
the first film tie-in
to actually capture
the movie's
'feel'"

► **MORE GRAPHICS WERE** included in this latest version, and the Mr. Freeze character looks perfect, to our untrained eyes. It actually looks like a little Arnold Schwarzenegger stomping around Gotham City. The animation has come on in leaps and bounds as well and, in our considered opinion, it'll be a toss up between this and Tomb Raider 2 for the Most Gorgeous Game Environment award. And, at last, Acclaim has finally been given the go ahead to reveal screenshots, so you can now see what we've been talking about for the past few months. It'll be exclusive to the PlayStation as well, so you won't have to worry about owners of other consoles spoiling our fun. It's all ours!

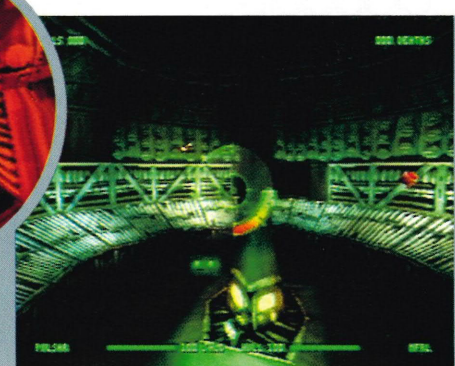
Acclaim's other biggy titles included the knockabout arcade romp Fantastic Four, as exclusively revealed in last issue, which is looking pretty much the same as when we saw it last, but it's still a quality laugh. They even had some original non-licensed products.

Forsaken is a super-fast 3-D shooter, in which you pelt through creepy tunnels on a hovering bike thing. Acclaim won't thank me for this comparison, but imagine what Descent would've been like had it been incredibly fast and actually playable. NHL Breakaway heralds Acclaim's first attempt at an NBA Jam style ice hockey game, and drew sporty interest from a gaggle of roving Canadians and a squat German man called Johann who smelled of rice pudding.

Rumours were wafting around about a PlayStation version of the N64 smash Turok The Dinosaur Hunter, and a belated European release for X-Men: Children Of The Atom, but Acclaim was keeping schtum on any official announcements. The gits.



FORSAKEN



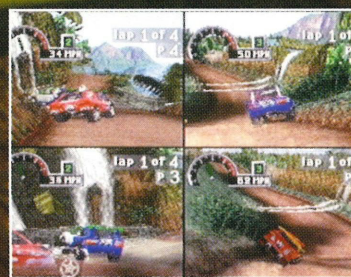
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SONY

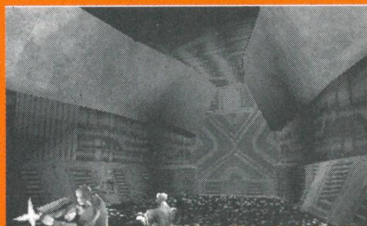
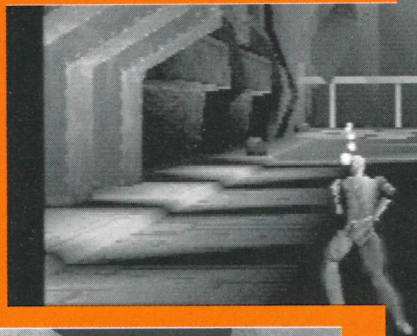


DO NOT
UNDERESTIMATE
THE POWER
OF PLAYSTATION

HOT
FROM THE USA

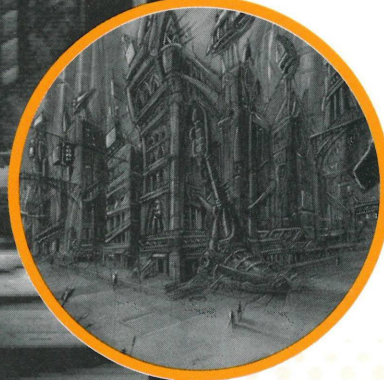
By Dan
Whitehead

ACTIVISION



ACTIVISION	Release dates
Apocalypse	Winter
Pitfall 3D	Winter

THE GRANDDAD of software houses offers up a celeb-crazy Brucie bonus



APOCALYPSE

Each company at the show had at least one big game that they used to bellow their presence to the crawling nest of journo vipers surrounding them. Some had genuinely exciting titles, others were left struggling to build vast stands based around 'Go Super RoboBoy Action! Action! Yes!', the latest 'hot' import from Tokyo.

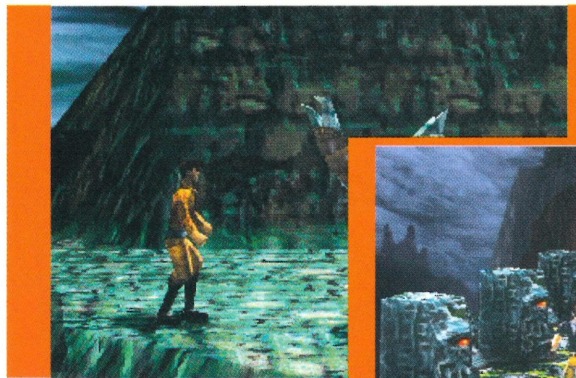
No such problems for Activision, who had no less a star than Bruce Willis to promote its Apocalypse runny-shooty game. Not that he was actually wandering around among the great unwashed, but he did grace us with a press conference (more news on this next month) to answer our burning questions about his 'performance' in the game. It's the best role of his career, in our opinion, but then we did have the misfortune to see Striking Distance on video the other day.

It's the first time we've actually seen the game code running properly, and it looks pretty impressive. A roving camera covers the action from all angles as you, and Brucie as your virtua-mate, run through decaying cities chasing down the Four Horsemen of the Apocalypse. It's quite difficult to describe it, as there's nothing out at the moment that looks or plays in a similar way. I could say it's like a 3-D polygon version of Contra, but that hardly does the game justice. Definitely one to keep an eye on.

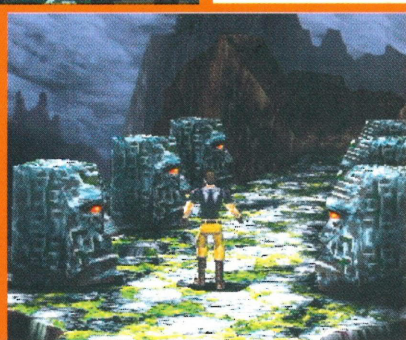
Pitfall 3D was Activision's other hot hopeful, and is another game that's come on in leaps and bounds since it last crossed our path. Pitfall Harry now looks like a proper Indiana Jones adventurer, rather than a bizarre voodoo doll in comedy pants, and his animation seems to have been tweaked making his movements even more convincing.

There were more enemies to see this time, and they actually fought back. The obstacles and objects have been expanded to include switches, grapples and some weird blue fungus that makes you float. Trust me, it exists. Early versions of this didn't really look too promising, but now that the graphics are in place and the game engine's been tweaked, we're beginning to see why Activision is getting its knickers in a twist about it.

Hexen 2 drew a fair few crowds, simply because it's a stunning Doom clone. But it's on the PC. A PlayStation version may be on the way though, it all depends on how well Quake converts to the Sony platform. Keep your fingers crossed.



PITFALL 3D





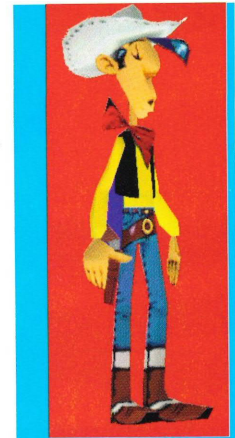
OCEAN

NEVER one to sit on its laurels, Ocean is returning with a strong line up for the second half of the year



UEFA SOCCER

V RALLY



LUCKY LUKE

OCEAN Release dates

V-Rally Soon

Lucky Luke Autumn

UEFA Soccer Tba

CHECK OUT THIS month's mag for the full review of the ultra cool V-Rally and our first look at Lucky Luke. And if you are thinking that you need another addition to your already hefty football game collectionn then UEFA Soccer should also be making its weary way from the PC over to the PlayStation. It looks pretty spectacular and could be just what the football world is craving. Or then again... we'll wait and see.

GREMLIN Release dates

Actua Soccer 2 Autumn

Actua Tennis TBA

Actua Ice Hockey Winter

Buggy Tba

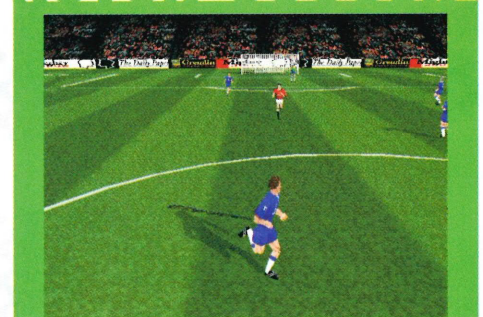
THE ACTUA series is set to continue with the completion of the latest three additions from

BUGGY



Gremlin. And there's a little something for racing fans too

ACTUA SOCCER 2



ACTUA ICE HOCKEY

THE ACTUA SERIES is becoming pretty much a sports fanatics wet dream with more and more sports being covered from around the globe. After the recent release of Actua Golf we're now onto Hockey, tennis and most importantly the follow up to the highly acclaimed Actua Soccer. Good times are on the way once more.

Buggy proclaims to be a little different from your average racing game, purely because you control a radio controlled racer. not that you watch while holding the controls though. You seem to be actually inside the pesky little vehicles hammering around the numerous circuits in either a split screen head to head or a single player romp.



**HOT
FROM THE USA**

By Dan
Whitehead

GT INTERACTIVE

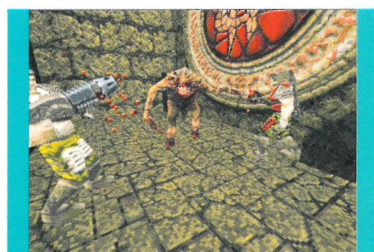
GT INTERACTIVE Release dates

Mortal Kombat Mythologies	October
Rampage World Tour	November
Oddworld	Autumn
Duke Nukem	Winter
Quake	Tba
Bug Riders	Autumn
Critical Depth	November

THOSE cunning GT chimpanzees have snaffled some of the hottest games from right under Sony's nose

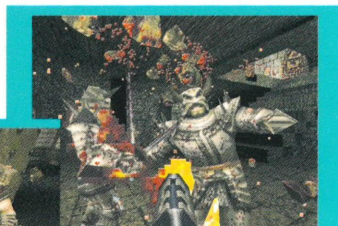


MORTAL KOMBAT MYTHOLOGIES

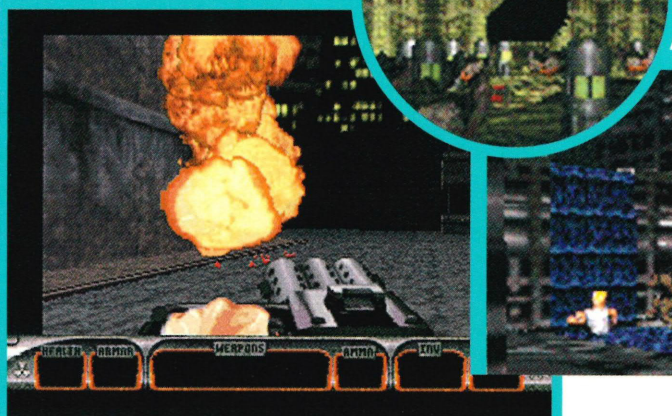
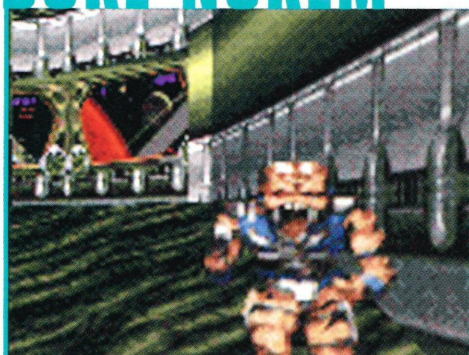


QUAKE

"30 enemy types *block* your path"



DUKE NUKEM



tHE FOCUS OF GT's new range was, naturally, centered on its continuing deal with arcade giants Midway, producers of Mortal Kombat. The saga is set to continue with the official announcement of Mortal Kombat Mythologies. It has been developed by John Tobias, one of the original creators of MK, and the aim seems to be to expand the Mortal Kombat storyline by filling in the background to the characters. For the first game, it's Sub Zero who's past we get to see, as he seeks out a sacred Shaolin map leading to a magical temple.

Utilising a mixture of traditional 2-D digitised sprites and 3-D rendered johnnys, it looks like a Mortal Kombat game, but at the same time looks nothing like Mortal Kombat. Role playing elements are brought into play, as you traverse the game landscapes across eight worlds. 30 enemy types block your path, and new moves like climbing and crawling have been introduced to make this more than just a punch up in silly pants.

Even more exciting is the news that arcade classic Rampage is to return to the PlayStation in the guise of Rampage World Tour. 130 levels of building smashing fun awaits, as you take the role of King Kong, Godzilla or a massive werewolf and go nuts in major cities. If you don't remember the original, trust us, it's great.

Away from the Midway stuff, even more quality treats lay in wait. OddWorld, which we've already previewed, is looking better and better every time. The novel speech system allows you to communicate with other game denizens in an alien language, and QARMA keeps track of

every action you perform and weighs up its impact for good or bad. Looks like this could well be the first Buddhist language tutor role playing game. And that's certainly no bad thing.

Duke Nukem is still on its way, slowly but surely, but it seems that the Saturn will get a version before we do now. An N64 conversion is hotting up too. The good news for us is that the PSX version will be called Duke Nukem: Total Destruction, and will feature a whole batch of brand new levels designed specifically for us. These new levels, wait for it, are based on popular PlayStation games and go by such delightful names as Womb Raider and Wipe Em Out. Nurse! My sides! Quake's on the way too, but again, it's dragging its feet rather too much.

Also on show was the bizarre insect-racing game, BugRiders, in which you sit astride a giant fly and buzz around twisting courses. You can overtake from above, below and either side and the whole thing looks too bizarre to not be fun.

GT's final coup is to snatch the latest game from Twisted Metal creators SingleTrac. Critical Depth is the game, and it's best described as Twisted Metal underwater. With more than 12 submersible death machines to control, and the ever-popular combo and special weapon system from Twisted Metal, the game sees you hunting for a lost Atlantean artefact on the ocean floor. With movement in all directions, and all manner of sea-based hazards, this earns itself the almost perfect comment 'Twisted Metal with a twist'.

BUG RIDERS



ODDWORLD

**HOT
FROM THE USA**

By Dan
Whitehead

AFTER a stream of solid but unspectacular games, Interplay came out of its shell and revealed a plethora of gonna-be hits

INTERPLAY

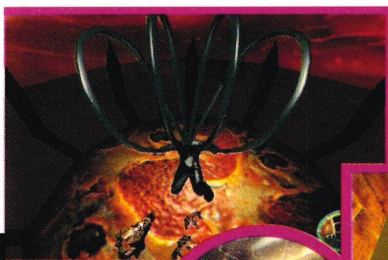


CLAYFIGHTER EXTREME

"two top notch games"



POWER BOAT



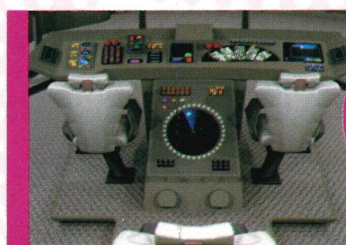
MDK



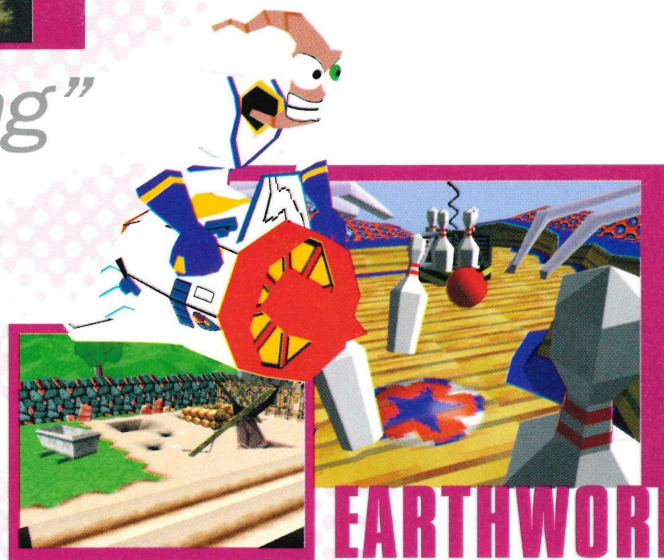
INTERPLAY	Release dates
Clayfighter Extreme	Summer
MDK	Autumn
Powerboat	Autumn
Wild 9's	Winter
Starfleet Academy	Winter
Earthworm Jim 3D	1998

WILD NINES

ready and waiting"



STAR TREK ACADEMY



EARTHWORM JIM 3D

THANKS TO ITS deal with top weirdy beardy types, Shiny Entertainment, Interplay has got at least two top notch games ready and waiting. MDK is the current big noise, and you've already heard a fair bit about this PC conversion in our news pages.

As it relies on a fast 3-D engine, it's ideally suited for the PlayStation. Thankfully, the version on display proved that it has managed to keep the graphics at a decent resolution.

The quirky humour is firmly in place as well, complete with the World's Smallest Nuclear Bomb. Unless it suddenly decides to reverse all the controls, or some similar cock-up, it's difficult to see what can go wrong with this. Jot it on your shopping list.

The other fruit of the Shiny connection is Earthworm Jim 3D. Actually written in Dunfermline by VIS Interactive, the game takes place in Jim's mind. It is promising full 3-D movement and some new characters and will probably be pretty smart, but there wasn't enough of it finished to give a firm thumbs up.

Interplay's other hefty licence is Star Trek: Starfleet Academy. Destined to make geeks burst their pleasure nodes, this a flight simulator in which you work your way through the infamous

Academy, hopefully graduating as a Starfleet Officer at the end. You can take the controls of various Star Trek vessels and live out all your Trekkie fantasies.

Again, it's another PC game with the PlayStation version set to follow at the end of the year. Flight sims don't usually make huge waves PSX-wise, but we reckon that the Star Trek brand should be enough to earn more than a few column inches.

Clayfighter Extreme was also on display, and while the comedy characters raised a smile it's going to have to pull something special out of the gameplay bag to really get noticed. Interestingly, it was running against Clayfighter 63 1/3 on the N64 and proved once and for all that when it comes to great graphics, the PSX can still hold its own. So there.

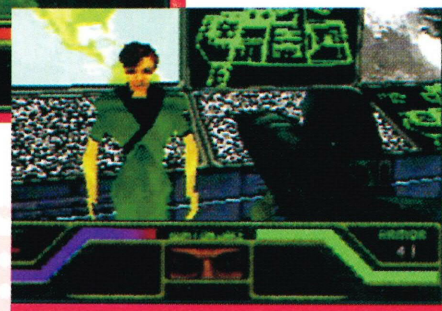
Boat racing game, Powerboat, put in an appearance as did Wild 9's, an arcade exploration with a nice line in sick humour. Looking a tad like Pandemonium, the game involves controlling Wex through nine levels of explosive running and jumping against some of the strangest baddies ever seen, like giant frogs, a blind organic tank and a living sun dial. Sounds, er, great.

**HOT
FROM THE USA**

By Dan
Whitehead

KONAMI

THE COMEBACK of the Track and Field team heralded a return to form for Konami



**BROKEN
HELIX**



**METAL
GEAR
SOLID**



WINTER OLYMPICS '98

KONAMI Release dates

Winter Olympics '98 Autumn

Broken Helix July

Metal Gear Solid January '98

Track and Field has been one of the Pro office faves since its release ages ago, and we've been patiently waiting for a follow up ever since. At last, one's on the way. Nagano Winter Olympics '98 takes its visual style from T&F, so there's plenty of superb polygon animation and funny looking athletes with square muscles.

Events include bob sled, downhill skiing, slalom, speed skating, ski jumping, good old snowboarding and the luge, where you slide down the bob sled track dressed in a giant condom. Wahey! Stick the multitap in and we'll be happy.

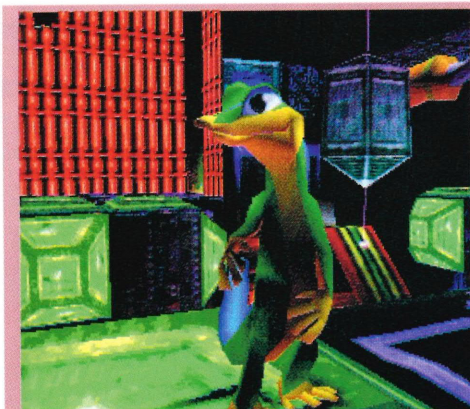
Once we'd recovered from that happy news, Broken Helix reared up and demanded some attention. It's part shooter, part RPG and you play the role of Jake Burton, a marine who wants to find out why the government is planning to destroy Area 51.

Alien invasion shenanigans follow, along with a fat dose of conspiracy gubbins, so it's a good job you've got missiles, grenades and even alien weaponry to hand. Conversations can be carried out thanks to an hours worth of speech and dialogue can be expressed in a friendly or aggro manner. Jake Burton, film fans, is played by Bruce Campbell, star of Evil Dead and all round quality celluloid hero.

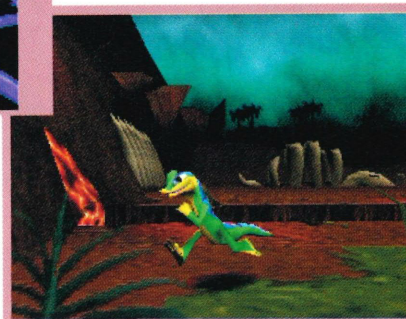
Metal Gear is another impressive melding of game styles. As covert agent Solid Snake, possibly the arsest name in gaming history, your job is to infiltrate a nuclear base taken over by terrorists. Kill the baddies and shut down the bombs in one of those 3-D polygon environments that everyone loves. It looks pretty damn special, and the action is less shoot-shoot and more espionage-espionage, which is different enough to perk up our happy glands.



BMG INTERACTIVE

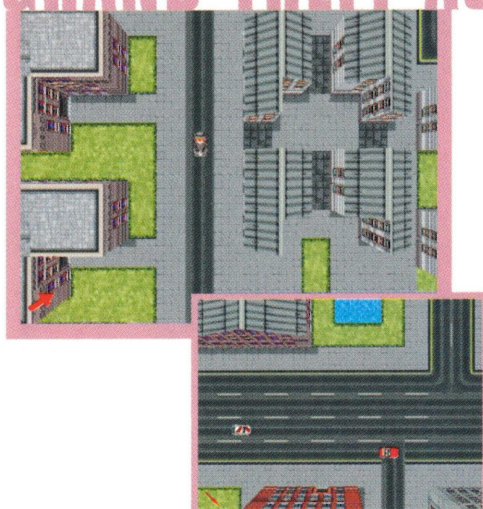


GEX: ENTER THE GECKO



BMG INTERACTIVE	Release dates
Enter The Gecko	November
Pandemonium 2	December
Grand Theft Auto	Winter
Tanktics	December
Monkey Hero	January '98
Courier Crisis	December
U.S. Army Rangers	Winter

GRAND THEFT AUTO



ALWAYS first to find the hottest new developers, good old BMG has found even more

bMG's deal with top developers Crystal Dynamics has, in the past, yielded such juicy fruits as Pandemonium and Legacy Of Kain. That relationship is still going strong, and the evidence can be seen in two top sequels.

Enter The Gecko is a follow up to the not-exactly-brilliant Gex, but improves on the original so much you'd hardly recognise it. The lessons learned on Pandemonium have been put to good use, making it a classy 3-D platformer.

Comic touches are provided by Dana Gould, apparently a very funny man if you're America, and he'll be providing over 500 celebrity impressions and gags for Gex to spout. Hmmm. That's what we thought. Still, you can always turn the sound down and drink in the lovely graphics.

The other sequel is one that I've been looking forward to for a while. Pandemonium 2, or Pand 2 as Crystal Dynamics charmingly refers to it, doesn't wander too far from the original in terms of look or gameplay, but more moves and attacks have been added. Nikki and Fergus are both returning, and Sid (the puppet on a stick) should play a larger role this time around, beefing the characters up to a trio. Expect the same flamboyant camera trickery and polished platform fun, but with an added jungle-techno soundtrack rather than the twee trumpetings of yore.

Away from the Crystal Dynamics range, BMG has signed up some other good stuff. Grand Theft Auto from DMA Design is as amusing as it sounds, allowing you to commit heinous driving violations from the comfort of a joystick. Politicians will hate it.

Tanktics, also by DMA, is a strategy game where you build tanks and throw them into battle. Using various styles, like Stone Age Tanks, Medieval and Futuristic, the idea is to pummel the enemy into the ground.

Monkey Hero, from BLAM!, is a 3-D adventure that combines Manga, Disney and the word 'monkey' into a froth of gaming fun.

New Level Software has a bland name, but its game, Courier Crisis, sees you pelting through a city trying to make deliveries while being harassed by pedestrians and other road users. Paperboy on crack, if you must know.

Finally, Zombie VR Studios revealed U.S. Army Rangers, a realistic strategy game which uses this thing called Viper3D which does really good 3-D. Or something.



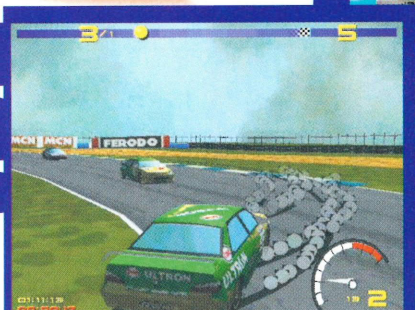
PANDEMONIUM 2

**HOT
FROM THE USA**

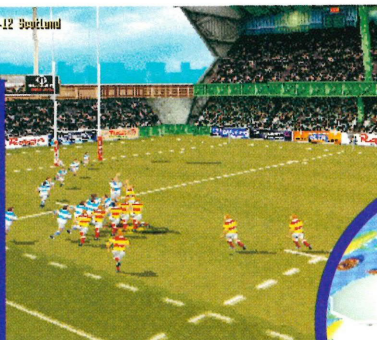
By Dan
Whitehead

CODEMASTERS

BRITISH TOURING CAR CHAMPIONSHIP



England U-12 Scotland
03:37



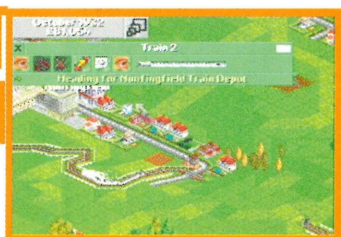
LOMU RUGBY



MMV3

MICROPROSE

TRANSPORT TYCOON



f

IRMLY PLACED ON the quiet side of the PSX fence this year, having sold Transport Tycoon to Ocean Software, Microprose was concentrating on its PC products. Which, as you can imagine, didn't interest us in the slightest. There was a whisper of a PlayStation conversion of the hit PC title, Star Trek: Generations, but as with most whispers in the video game industry, 'they could not be confirmed at the time of going to press'. Great steaming arses.

C

URRENTLY CELEBRATING THE success of Micro Machines V3's re-entry into the UK charts at number two (due to its price drop to £34.99), Codemasters wasn't showing off anything new at Atlanta besides a rough outline for its forthcoming British Touring Car Championship game for both PC and the PSX. Its main aim was to find an American distributor for the excellent Jonah Lomu Rugby and, of course, the aforementioned MMV3. And if it didn't, may we add, then our initial theory that all Americans are mad stands firm.

JVC

VICTORY BOXING



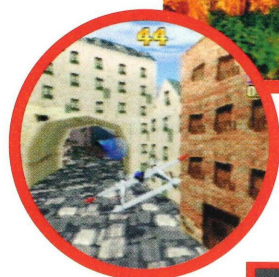
t

HE UK ARM of JVC wasn't up to much apart from looking for a distributor for the funky Victory Boxing which – bizarrely enough – has yet to be released in America. We thought the Yanks would be mad for a bit of boxing, but there's no news on a State side release as yet. No that it concerns any of us, it has been out for yonks over here.

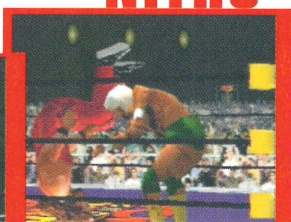
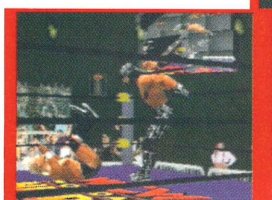
THQ



AIR RACE



WCW NITRO



WCW VS THE WORLD



K1

KICKBOXING



p

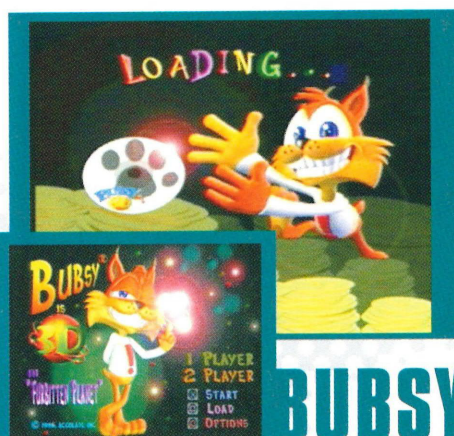
REVIOUSLY FAMOUS FOR the 'fantastic' In The Hunt, the company known as 'Good old THQ' had a stand positively throbbing with beefy wrestling types promoting its WCW vs. The World slam-fest. Once you'd squeezed past the steroid-guzzling freaks, there were some all-new releases waiting seductively.

Tokyo Highway Battle and WCW we've already seen, but fighting game VS, flight sim Air Race and manga based shoot 'em-up Ghost In The Shell all came as nice surprises. There's also another WCW game called Nitro.

Those are all due out at the end of this year but, way ahead in 1998, THQ is planning to unveil 3-D adventure, Dead Unity, cyberpunk racer Speed Tribes and, bizarrely, a game based on the Stephen King novel, The Dark Half using two different game engines to tell the tale of a writer haunted by his evil alter ego. Strange, eh?

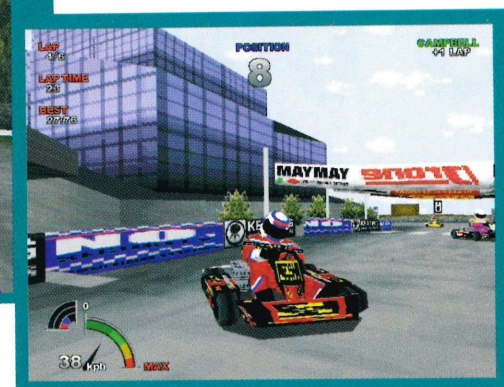


TELSTAR Release dates
Formula Karts September
Bubsy 3D Autumn



BUBSY 3D

FORMULA KARTS



THE INTERACTIVE ARM of PJ and Duncan's record label were 'ready to rumble' indeed, as it officially unveiled its great hopes for the year ahead. Wrecking Crew we already know about, having previewed it last month. It's still a comedy driving game, and it's still very good fun, just in case you were wondering.

Formula Karts heralded Telstar's more serious bash at racing games. With motion captured drivers, artificial intelligence and an unhealthy amount of polygons, it's looking pretty nifty if the truth be known.

Joe Blow, the unfortunately named monkey-child, was another title attempting to 'do' a Mario64, although we thought it looked a bit more like a simian version of Excalibur (which was also getting an airing for the benefit of the Americans). Even the perpetually delayed Bubsy 3D peeped his head out into daylight, only to find that nobody recognised him anymore. Oops.



BEAST WARS

HASBRO Release dates
Frogger Christmas
Beast Wars Winter

a

TENTATIVE FORAY INTO the games world for the toy giant, a company whos continued success is directly due to Jay's dream of owning every Star Wars figure in the world. Their first title is, bizarrely, a 3-D update of that crusty old gaming bastard Frogger.

Combining the immortal 'crossing a road' storyline with graphics that can only be described as 'Kermit does Pandemonium'. Keeping with the retro theme, its other games were Beast Wars (based on some new Transformers craze involving dinosaurs) and Star Wars Monopoly, which is such a strange idea that our pitiful minds couldn't even grasp it.

FROGGER



Stop Press!

ALL THE last minute games, unexpected finds and unfounded gossip that landed in our laps in the dying minutes of the show...



SONY SHOWED off so much stuff that we couldn't squeeze it all in the main feature. So, for the record, here's what else we found on its stand. Cool Boarders 2 (new and hopefully improved), Broken Sword 2 (about time), Syn (a fighting game), Real Bout Fatal Fury (more 2-D punchy nonsense), Ace Combat 2 (flight sim sequel), Armoured Core (mech combat game) and Ray Storm (good old fashioned shoot 'em-up).

Malofilm Interactive, whoever it is, has Jersey Devil on the cards. A character driven arcade game, not unlike Crash 2, it looks 'treat' according to Jay.

As well as MK: Mythologies, Midway lined up Maximum Force (a Time Crisis style gun game), Mace: The Dark Age (a fighting game) and San Francisco Rush (a racing game). Look out for them via GT Interactive.

Tamagotchi, those irritating egg things, are being converted to the PC. The relevance to PlayStations? They won't be converted to PSX. Thank God.

The animated adventures of Superman are headed our way, thanks to Titus. Super powers are included so you can fly and use heat rays, X-ray vision and flange-dusting to save the day. You'll be able to battle against Lex Luthor and save Lois at the end of the year.

Golfing gimps can stride across the green with Gary Player in The Golf Pro from Empire. Apparently, "there's no need to imagine...the golf pro". And we can't really argue with that. We do't actually know what they mean, you see.

Rayman Gold is being developed by UbiSoft for the PC. It features a map editor so you can create your own Rayman games. A PlayStation release is more than likely, we reckon.

Europress, the biggest and best software company in the world, are converting its hit rally game, International Rally Championship, to the PlayStation. It showed it to us, as it only lives next door, and it looks fab.

Encyclopedia boffins Grolier Interactive continued to push its Perfect Assassin adventure, but at least now we know that it does exist and isn't just a figment of Alex's fevered mind. They've also got Xenocracy, a space combat simulation due out in the Autumn.

Movie giant MGM has set up a gamey bit, next to the closet, and is rummaging through its classic film archive for possible game ideas. The first fruits sound mighty promising. WarGames follows the story of the Matthew Broderick prototype hacker flick, in which he unwittingly triggers a nuclear war and must out-think a computer to prevent Armageddon.

Quality death-sport movie Rollerball is

finally getting an official game. Seeing as every future sport game rips the film off anyway, it's about time. Return Fire 2 is on the cards as well.

JVC's Raw Pursuit is a driving/shooting game set on major waterways with you at the helm of an armed speedboat. Shoot up Venice! Blow the Amazon to bits! Etc! Similar fun, but in the air, can be found in Deadly Skies, also from JVC.

After taking years to convert spooky adventure Myst to the PlayStation, SunSoft has speeded up a bit and announced that the sequel, 'Riven', will be out in a few months. Steve should be happy. Also from SunSoft is The Note, a real-time adventure in which you have to find out what happened to three teenagers who vanished from an abandoned house. Spooky.

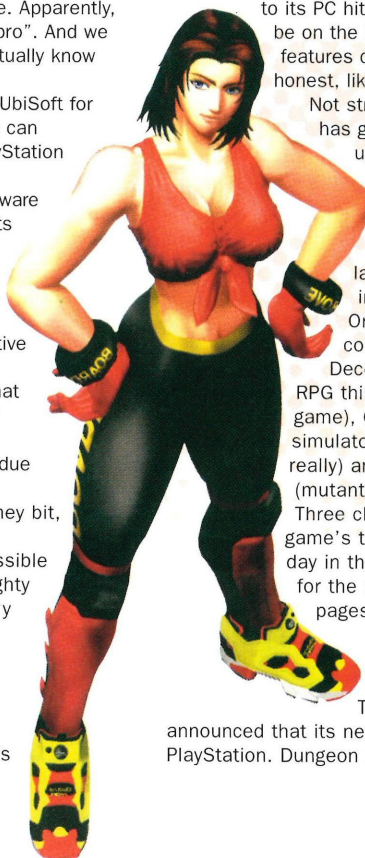
Stevie Spielberg's DreamWorks Interactive has announced that the sequel to its PC hit, Neverhood, will also be on the PlayStation. Skullmonkeys features clay animation and looks, to be honest, like Morph on smack.

Not strictly PSX related, but the N64 has got some top TV licences coming up. Like Jeopardy! and Wheel Of Fortune. Wow, bet you wish you'd bought one now, don't you?

Tecmo is usually good for a laugh, and its show stoppers included Dead Or Alive (fighting game, not comedy goth pop band), Tecmo's Deception 2 (Japanese strategy RPG thing), Tecmo Stackers (puzzle game), Gallop Racer (horse racing simulator, like Doom on a horse - no, really) and best of all Monster Rancher (mutant pedigree breeding game).

Three cheers for bizarre Japanese game's that'll never see the light of day in the UK! And three cheers also for the magazines that fill up their pages with reviews of them!

Gorgeous, scrummy, lovely, honey-coated Bullfrog (Theme Park and the cripplingly funny Theme Hospital) has announced that its next opus will also be on the PlayStation. Dungeon Keeper lets you, in true Theme





Pro Predicts... Ones To Watch!



These were the hottest 10 games at the biggest show on Earth, so it makes sense that these are the ones to keep an eye on...

1. Tomb Raider 2, Core Design

Obvious really, but not only is the media storm surrounding Lara Croft getting dafter every minute, but the game is genuinely brilliant. It's tighter and leaner than the first, with more action, more testing puzzles and more variety. And you see Lara in a wetsuit, thus ensuring a number one slot for the rest of the year.



2. Crash Bandicoot 2, Sony

As with Lara's Return, this is more of the same, but bigger and better. Maybe not so much of a sequel as a smartened up rewrite, the jetpack levels alone are enough to make you realise that this is anything but a cash-hungry hack job.



3. G Police, Psygnosis

One of the only truly original titles on display, the polish and atmosphere of this gloomy noir sim-shooter are second to none. Swish between skyscrapers with ease, strafe the city streets sending hover-cars flying. With the most intuitive controls in any flight game ever, plus some cinematic viewpoints, this is a must for Blade Runner fans.



4. Parappa The Rapper, Sony

So it's a short lived novelty, who cares? When a game is this fresh and silly, it's a hard-hearted soul who doesn't tap a foot to his funky, funky flow. A bloke in a giant Parappa suit was all we needed to convert wholeheartedly to the Parappa Posse. Brilliant.



5. Batman and Robin, Acclaim

OK, so the fact that the film opened in the States while we were there may have swayed us, but the fact remains that this is looking like one of the closest film tie-ins ever. The graphics are incredible, with Arnie instantly recognisable, and the gameplay promises a heady mixture of puzzle solving, fighting, driving and exploring. To the batcave indeed...



6. MDK, Interplay

A PC conversion, but one that's being done with care and intelligence. Frantic blasting, a novel and rather sick 'sniper mode' and a bizarre twist of black humour are all you need to put this near the top of the shoot 'em-up pile. Oh, and the 3-D engine promises to be something rather special too.



7. Pandemonium 2, BMG

Some people grumbled that the first game wasn't 'proper' 3-D. It was never meant to be, you arses. It was a platform game, lavishly coated with spanking polygons and sweeping cameras. The sequel? Take the same formula, times by 100 and leave to stew under some of the most lunch-losing camera swoops ever.



8. Star Wars: Masters Of Teras Kasi, Virgin

Yeah, I know it's another beat 'em-up, and I know I've been less than kind about this genre in the past. But, like any child of the '70s, there's something about Star Wars that blinds me. Just as Dark Forces lured us into another Doom clone, who can resist the chance to take on the role of Boba Fett and smash Luke Skywalker's face in?



9. Fighting Force, Core Design

The scrolling fighting game is taken to its logical conclusion, in possibly the most brutal and nasty slice of face-pulping action ever to grace a console. Hit people with bottles, bars, chairs, hub caps or just knock their teeth out with your feet. It knows what it wants to do, and it does it. Adrenalin on a disc.



10. Nightmare Creatures, Sony

With Resident Evil 2 still floundering in development, this looks set to take the 3-D horror-adventure crown. Creepy and moody, the Victorian setting and hellish monsters make this one to play with the lights off.



Park style, build a dungeon and populate it with monsters and traps. You earn points and kudos for being as evil and sadistic as possible, as you destroy all the good, noble adventurers who come to explore. Autumn is the current date, but be prepared for that to slip into 1998. Populous 3 is also expected on PSX in the Winter. Hurrah and thrice hurrah!

Koei showed off the latest in its Romance Of The Three Kingdoms series, which we've all been following, haven't we? Haven't we? Oh well, Dynasty Warriors is the name, and 3-D fighting is the game. Stop me if you've heard this before.

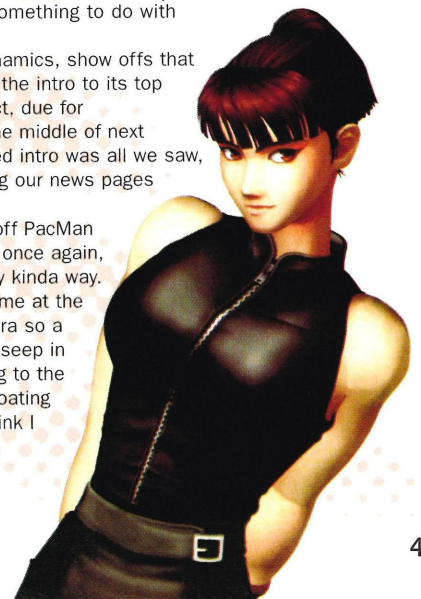
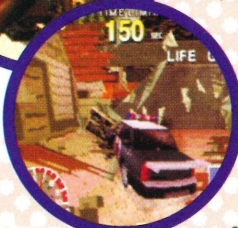
Fox Interactive, as well as the splendid Croc, provided us with the first sneaky glimpse at Aliens vs. Predator. It is a Doom clone and the atmosphere is there but whether the movie magic proves to be enough to lure us back into yet another first person shooter is quite another matter.

ASC Games has got a super-fast 3-D beast in the shape of One, where you play a screwed up cyborg with a taste for mayhem. Instead of health icons, you pick up objects that increase your rage. Lovely.

A gang of escapees from RPG kings, SquareSoft, have formed their own company, Big Rain. They are working on a new role player for ASCII Entertainment, them what did King's Field, right now. Expect it to be released early next year. Also in its pouch, we saw Aqua Prophecy (an exploration game which involves Nostradamus), Moon (a surreal RPG about a transparent man trying to get home), Shadow Madness (another RPG) and Master Of Monsters (something to do with monsters).

Crystal Dynamics, show offs that it is, played us the intro to its top secret new project, due for completion around the middle of next year. A voodoo themed rendered intro was all we saw, but it's amazing. Keep watching our news pages for more info.

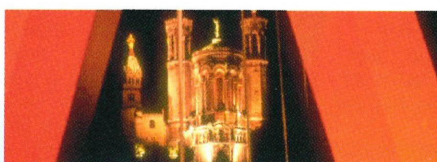
And finally, Namco showed off PacMan Ghost Zone. PacMan goes 3-D once again, but this time in a Tomb Raidery kinda way. It looks OK, but every other game at the show seemed to be copying Lara so a sort of numb effect started to seep in after a while. It does, according to the press release, feature 'crazy floating tubes of 3-D water'. Which I think I can safely say is a first in the gaming world.



I should be so Lucky

By Alex Lee

Infogrames Entertainment, the French software company most famous for the Alone In The Dark trilogy, merged with the British firm Ocean Software last summer. The move instantly created the biggest entity in the games sector in Europe. This autumn will herald the release of a PlayStation platform game starring a 50 year-old cartoon cowboy no-one in England has ever heard of. Ocean invited Alex Lee to the historical French city of Lyon on the trail of Lucky Luke – France's second most popular animated hero



Above: Various panoramic shots of the beautiful southern French city of Lyons

The Development Team

Fred Bibet
Lionel Laissus
Eric Angelier
Nicolas Troccaz
Christophe Nazaret
Rodolphe Furekiewicz
Pascal Casolari
Emmanuel Regis
Alexandre Bacquart
Edith Protiere

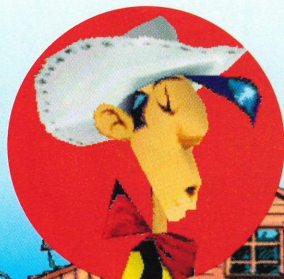
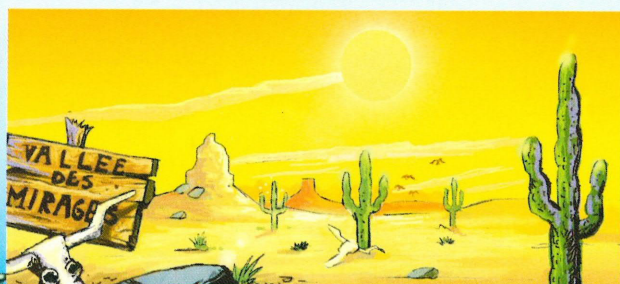
Technical Director
Lead Programmer
Gameplay Programmer
Gameplay Programmer
3D Engineer
Designer
Artistic Director
Extra Programmer
Extra Programmer
Executive Producer

The Team On The Game

Nadege de Bergevin, Infogrames' 'Interim' takes the mic to explain her role and what's been going on in the development of Lucky Luke.

"I am not a programmer! I am above all a game fan and I really have very eclectic functions in the team. I try to be as useful as possible. First, I have a look at the design, not to be a censor or a judge, but to try to find sometimes extra ideas that could be great for the game. I did not really help for this design of Lucky Luke for the PlayStation because I was not in charge of the production part of the project from the beginning. However, I have to make sure that the game is faithful to the spirit of the comic books."

"Looking at the design is a good thing to see if the licensor can approve it, if the universe shown is true to the spirit of the character who is the game hero. Then, when the design is ready, I go and see the licensor, who is responsible for the image of the character and who has





Eric Angelier shows us how to play Lucky Luke, be laid-back and French all at the same time



Pascal Casolari proves that you can art a good game while wearing humorous trousers

the whole rights to the character. That person tells us if the story shown and the principles of game are faithful to Lucky Luke and if he likes it. If everything is okay we follow. If not, we make the changes required by the licensor. When the design is approved, the project really starts. The graphic artists start working and so do the programmers."

"Then when we have more elements, such as backgrounds, the hero walking, jumping etc., each time there is a progression in the game, we show it to the licensor to keep him informed of progress until the end when we get final approval. My responsibility is to work with the team, keep an eye on the gameplay, the interest of each level, the playability and so on. The last three months of the development time are spent playing a the game a lot to try and find problems as quickly as possible – as if we were part of the test department – and try to put ourselves in the player's shoes to imagine what he would think of certain aspects of the game."

"There are about 20 people actually working on the game including Infogrames' Development Support Group, external graphic and music studios. Fred (Bibet) is our technical director.

"It is not his first game, he has worked on many different Infogrames products such as Smurfs and Spirou on the Mega Drive as lead programmer and Tin Tin as programmer.

"He knows nearly every platform game on the market and is a dedicated gamer. We can say the same thing of the other programmers on

the team."

"A 'real' player is often a very good programmer. Most of all because he has a knowledge of what gameplay is, because for our team gameplay is the main word. When the gameplay is average, a game cannot be good."

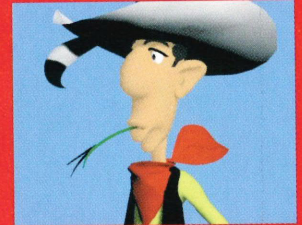
"Rodolphe Furekiewicz is the designer of the game. All the diversity you will find in this game is due to his great imagination. His other great quality is that he knows perfectly the technical aspects of the PlayStation. That is why there's a real sense of co-operation between the different members of the team. They can make things progress because Fred and the other programmers know about gameplay and Rodolphe knows about technique. So the programmers can give extra ideas to the designer and the designer can help programmers telling them how to proceed even if he does not write code lines."

Designer Rodolphe takes up the story, "Lucky Luke is my third real design. I first started as a designer on the Game Boy version of Tin Tin in Tibet. I quickly found myself working on the Spirou design – design which was soon adapted to Mega Drive, Super Nintendo and Game Boy. Then I worked on Obelix SNES before starting on Lucky Luke."

"Creating a design is no more than putting on paper the story you want to relate. The games are composed of a succession of stories. Then, there is a specific way to create in 3-D which is a little bit different from creating in 2-D. You have ▶

Lucky Luke: Who Hell He?

Helped by his faithful mount Jolly Jumper and hindered by Rintincan, the daftest dog in the West, Lucky Luke spends

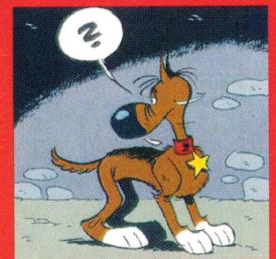


his time getting people out of trouble. The famous – in France and certain parts of Europe and America at least – poor Lonesome Cowboy's task is not made easier by the villainous Dalton brothers, who have their work cut out trying to thwart Lucky Luke's six-shooting plans.

The sales of this best-selling Western parody are second only to those of Asterix. At the time of writing, there are 60 titles available, aimed at an age group of eight years upwards.

To illustrate just how popular the Luckster is, translation rights for his comics have been sold for the following languages – Bengali, Castilian, Catalan, Croatian, Danish, English (India and USA

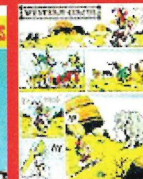
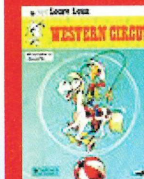
exclusively), Finnish, Flemish, German, Greek, Indonesian, Norwegian, Portuguese, Serbian, Slovenian, Swedish and Turkish.



Since 1947 when Lucky Luke first appeared in his own hardback comic book, the sharp-shooting cigarette-smoking Stetson wearer has attracted a French following second only to that of Asterix The Gaul.

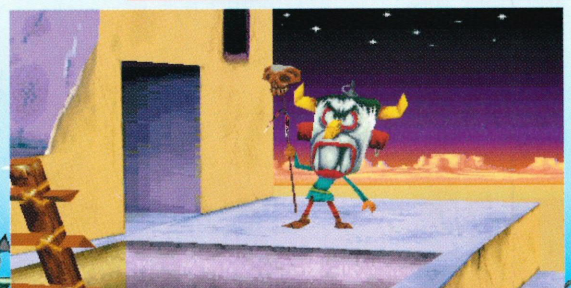
Infogrames, a company proud of its comic book/game cross-overs such as Asterix, Tin Tin and The Smurfs on many formats past, is now set to launch an all-shooting, all-slapstick assault on the PlayStation for the cartoon

cowboy, so what better a time than to release Lucky Luke on his 50th anniversary? None, frankly



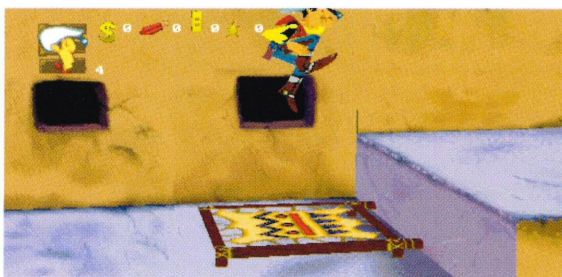
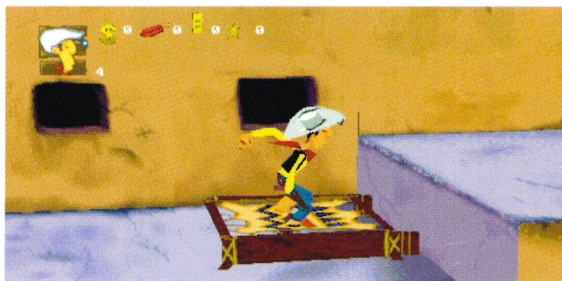
Infogrames' Lucky Luke development team proudly holding up a cardboard cut-out of the eponymous hero

Right: One of the end-of-level guardians. He's an angry witch doctor called Vram





Above: An example of the many-polygoned characters in Lucky Luke
Right: The Luckster tries his luck on a moving platform



I should be so lucky!

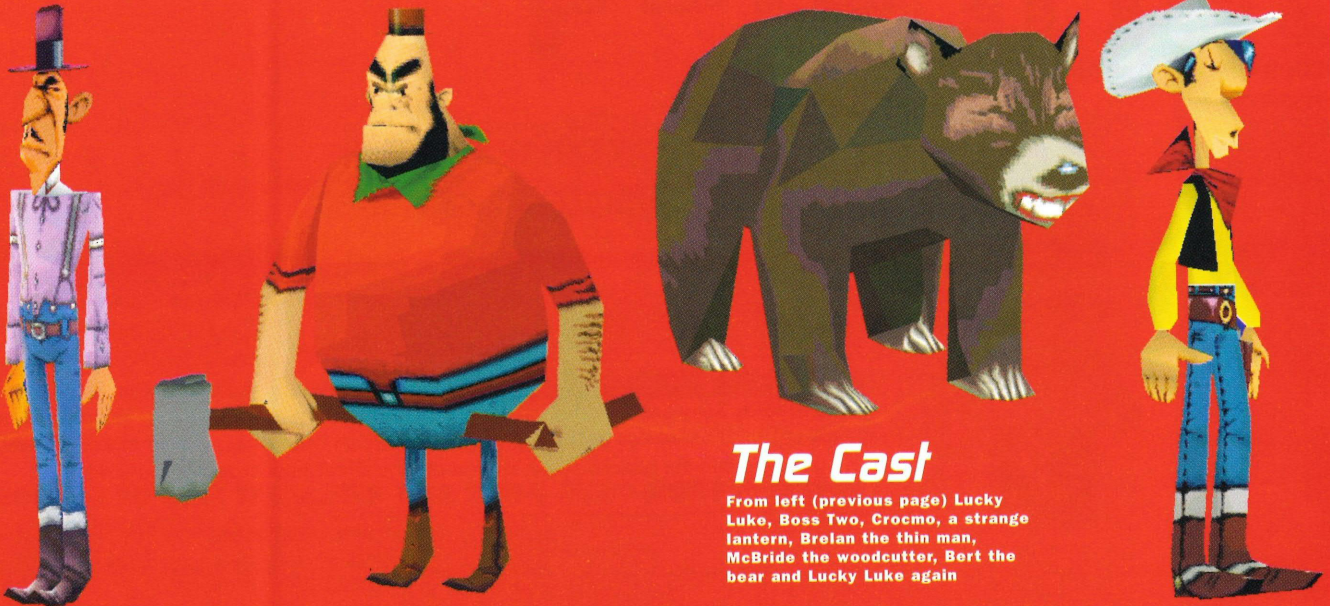
► to be more strict and rigorous to create your design in 3-D in order to lighten the work of graphic artists and programmers. For example, I have to show the background in detail, start colour research with Pascal Casolari our artistic director to get a coherent atmosphere from one level to another. I have to carefully explain the different interactions of various characters and objects 'met' by Lucky Luke."

"The success of 32bit consoles has turned some concepts upside down. We think we had real know-how on 16bit consoles. We really knew how to create universes and characters on paper and produce a game easily and quite rapidly. This know-how has been useful to start creating in 3-D because from the beginning of the design you have to think about all the technical constraints you'll have to face - number of polygons for main characters and for the background. Number of polygons to be simultaneously put on screen, etc."

"I had to re-learn how to think things, how to create a background, realize a model instead of drawing characters, animate those same characters and I had to think of other things like the management of the different cameras and views, lights etc. Lucky Luke has lots of

Rodolphe Furykiewicz (try saying that after you've had a few) shows me his designs





The Cast

From left (previous page) Lucky Luke, Boss Two, Crocno, a strange lantern, Broilan the thin man, McBride the woodcutter, Bert the bear and Lucky Luke again

diversified gameplay and principles and is a real pleasure for the eyes."

Finally, Technical Director Fred Bibet has his say.

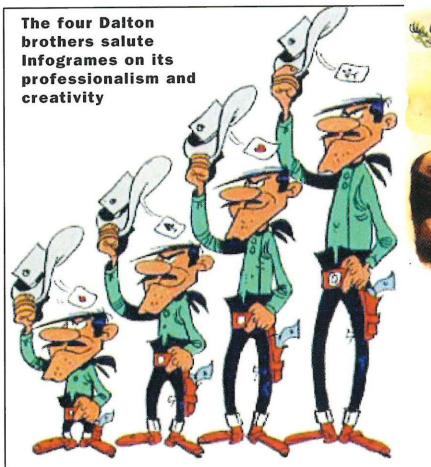
"Programming for the PlayStation is not too difficult. The real difficulty comes from the design. It's full of different gameplay principles. For example, you ski with Jolly Jumper in a full 3-D level or follow a train full of bandits, you cross a dangerous city (3-D but 'on rails'). You have to create different engines to allow this to happen. Collisions are complex - 2-D and 3-D collisions are necessary. It's very hard work which requires patience and time."

"It's a great challenge to work on Lucky Luke, because it's the first game we're programming on PlayStation. You have to learn how the machine is made, improve your technique and try to make the best game possible. You also have to use new tools and it's not easy when you've been used to working with other tools for years. You also have to think in 3-D, which is totally different from 2-D."

"Our main goal is to create a game as beautiful as possible, as faithful to the comic books as possible, as playable as possible and fun for young people. For us, technical performance is less important than giving pleasure to players. Lucky Luke himself is about 500 polygons, with a little less for the enemies and bandits. Lucky has more animation than main characters of recent platform games. He can walk, jump, shoot in lots of directions, push objects, use dynamite, climb ladders, go skiing with Jolly Jumper, rebound etc. Lucky's animation is more fluid and smooth than other platform games in the market. Finally,

Lucky Luke meets Sandra Bernhardt in wigwam shocker

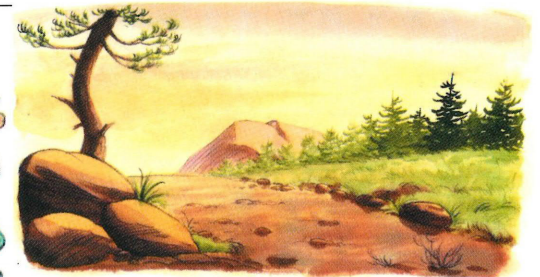
The four Dalton brothers salute Infogrames on its professionalism and creativity



there are lots of different enemies and this implies lots of life in a game and lots of different interactions."

"The main tools we are using are Skymap to apply the textures, 3-D World to build a world and 3-D Cartoon, which is a special technology for cartoon animation. Those three main tools have been created and improved by our Development Support Group. The team has created a viewer which allows you to see directly on the PlayStation graphics prepared on a PC."

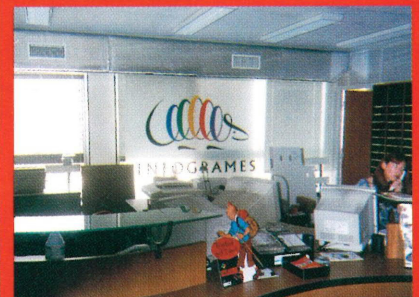
Lucky Luke will appear on PlayStation this autumn



Lyons - Home of Infogrames

Walking along the river banks, climbing the city's slopes or strolling in the streets of the peninsula between the Rhône and the Saône, you discover many charms. After the bustle of the streets, you may suddenly come across a house in a quiet cul-de-sac, the subtle tints of a building or escape into the coolness of one of the famous traboules, alleys between the buildings in Old Lyon. It is a city of contrasts with its own joie de vivre. Apparently.

All that Alex Lee found was a pool hall, a restaurant with a big telly showing the Italy v England football match live, a 'Salsa' bar with a no smoking policy and a 'discotheque' that played a song called 'Un douze treize' too often.

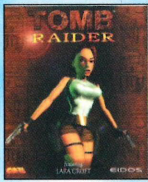


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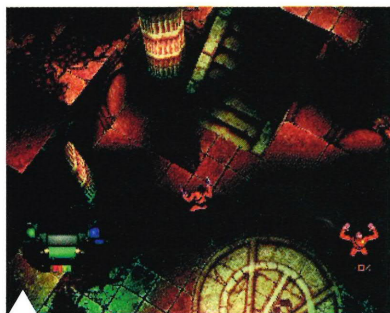
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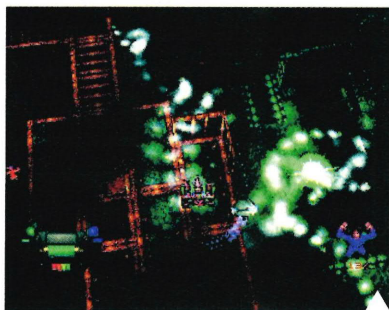
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Machine Hunter

Droids gone haywire? Mankind colonising parts of the galaxy? It can only mean one thing – we're in the crazy world of sci-fi shoot 'em-ups.



The rotating view will only add to the confusion navigating around the huge levels



The action can become quite frantic with you battling against overwhelming odds to complete your mission objectives

An alien virus has taken over the droids that mankind developed to carry out many day to day tasks they couldn't be bothered with doing for themselves anymore. Nothing new there then.

What we're left with is a game that owes much to the old Gremlin release, Loaded, due to its viewpoint and controls. You look down on many different floors each containing enemies and crazy droids hell bent on ensuring your failure.

It's not all about blasting everything in sight though, it has strategy involved to make things even tougher. There are 16 levels with maps on different levels and many other areas you need to teleport to, giving it more depth than Loaded ever had. The areas are sprawling and confusing as you try to save hostages while setting detonators among the heavy defenders.

As you would expect, there are various power-ups you can use, such as extra ammo and more powerful weapons, along with extra energy. Most importantly though, you can steal the droids for a more protected battle, thus doubling your strength.

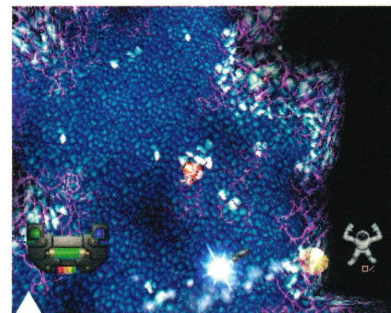
Firing is an element which is probably more important than any and Machine Hunter owes plenty to the old Smash TV classic. It's that kind



of game – neither one thing nor the other – a mix of the best of Loaded, Legacy Of Kain and Smash TV. This is why the many plus points far outweigh the bad points.

The main gripe about Machine Hunter is that it can sometimes be far too tricky to see where you're heading, particularly when it is very dark. To counter this, you have an impressive 3-D map which shows only the areas you've already seen while the hostages and other mission objectives flash in the dark regions so you have some idea of where to head.

The crazed droids soon make the action more frantic and, from the second level onwards, they put up phenomenal defences to your advancing frame. On top of the resistance put forward by the numerous enemies, the background also poses a hazard. Falling into water puts you out



The missions vary immensely in terms of both graphics and objectives. Remember to use your map to locate hostages



The explosions are very impressive and can inflict damage to yourself as well as surrounding objects

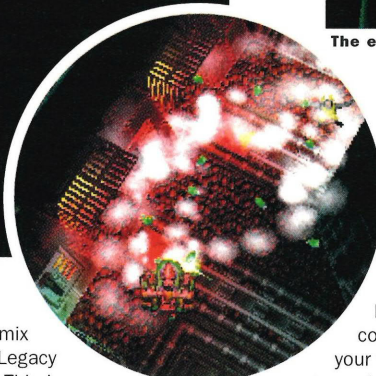
of the contest and burning lava fragments explode from the glowing pools.

Taking over the droids can be a tricky business initially, but once you've pummelled the machine with enough shots to make it spark, you can step inside. It then becomes much simpler to gain control of other droids as you blast your way through the stages. Some

stages have shield generators dotted around which give you the chance of replenishing your armour at any stage, providing you get back in time and don't die along the way. If the droid is destroyed, you're back on your feet and must give it legs to find a new host for battle, if you feel this is the way to progress. And it usually is.

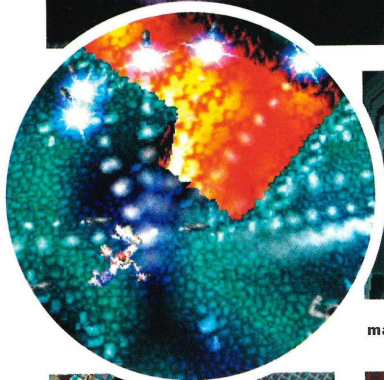
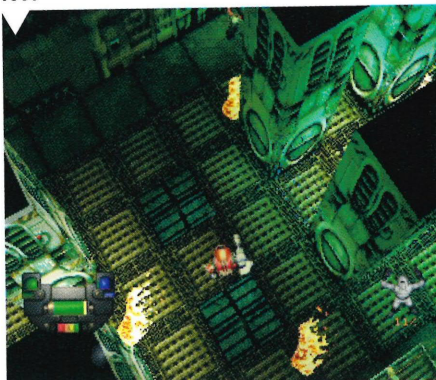
As if all the enemy attacks weren't constant or tricky enough, the blighters have left land mines everywhere. Since it's a dark playing area, guess what? You can barely see them! Carrots should be eaten beforehand to help you see some of the hidden traps you need to avoid.

Each level generally consists of numerous sections you need to explore (by teleporting into them) in full if you're to complete all mission objectives. Some of the missions will involve





Hot lava bombs can be blasted from the depths and pose a problem if you're not quick on your feet



Taking control of one of these machines gives you far greater clout against the enemy advances



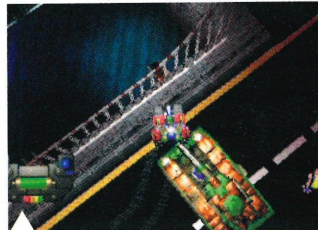
By far the best way to view the proceedings is using the static camera from above



The steps down can lead to new areas or power-ups so you're best exploring every corner



Turrets, tanks, landmines as well as foot soldiers. What more could you want?



The larger enemies can ruin your day. You need to dispose of them safely and quickly



Blast the enemy robot away and you can leap inside the shell to increase your armour. This can be done throughout and increases your strength no end

planting charges and locating the exit before the timer's count down and this is no mean feat. It reminds me a little of Alien Breed years ago in this respect.

Since this isn't the most hyped release, you probably wouldn't pay much attention if you saw it on a shop shelf. It's worth taking a look though. Even as you begin playing you will remain unimpressed. Don't be fooled by the simple first level however, as things start to become incredibly heated the moment you enter the second stage. And it continues in this vain until you can hardly catch a breath at the speed of it all.

Firing at the enemy is sometimes a little suspect with the four buttons being used for firing in the hope you can shoot enemies behind you while rushing in a different direction. This

works especially well when you are in control of a droid so it's pretty important to spend as much time in their shells as possible. Without these your firing is limited as you are on your feet.

All in all we've been given one hell of a challenge from Eidos, who is by no means a stranger to tough games as we all know by now. It's not graphically stunning, but a winner in all other departments.



PRO SCORE

GAME Machine Hunter

GENRE Shoot 'Em-up

SOFTWARE HOUSE Eidos

CONTACT 0181 636 3000

RELEASE DATE August

PRICE £44.99

Machine Hunter isn't going to turn many heads. Although it has got more challenge than many recent PlayStation releases, it's by no means a game to appeal to the masses. It's sometimes too dark to see what's going on clearly and only people with lightning reflexes will make any progress. It's a huge game on many levels with more views than you would expect although only one seems to be worth bothering with – the rotating camera confuses matters more. The split screen option is a bold, albeit too restricting, attempt at building teamwork into the package. The idea of taking the best of many classics has worked well. It's certainly different, but maybe a little too much so for some.

GRAPHICS 7

SOUND 7

GAMEPLAY 8

LASTABILITY 8

7 1/2

DAN A surprisingly low-key affair from the Eidos bunch, they're probably saving their energy for Lara's return. This is sort of fun, but there's nothing in it that makes you want to scream its name from the rooftops. Bland

JAY It may look like Loaded to the untrained eye, but dig a little deeper and Machine Hunter will pleasantly surprise you. The trigger pumping mayhem is top notch and the additional puzzles add to its longevity

STEVE Didn't mind this actually, and for once I don't wildly disagree with Andy. Okay it's not going to top the charts but if you're one of the many who was disappointed with ReLoaded you should take a look

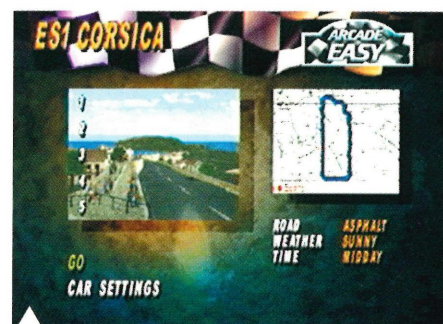
ALEX Reloaded meets Contra 3-D in 'decent game' shocker. Didn't play it all that long, but I'm sure the pseudo-puzzle element adds to its appeal and longevity. Not as sure-fire a winner as it could have been, though

V-Rally

It seems that all around the world people are turning towards mud, wet and some serious bumpy rides in the numerous rally games popping up all over the place



Making a quick start will stand you in good stead to either pass the others or stay with the pack around the track



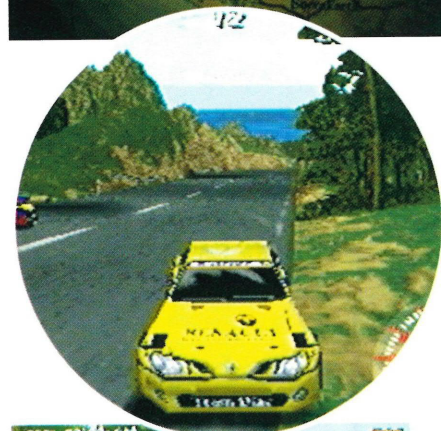
Before racing you should look at the circuit layout and try to set your car up accordingly. Easier said than done for some

Last month we were treated to Sony's rather splendid Rally Cross which, although spectacular, was limited in its lack of courses. To make up for this there were many different racing modes which attempted to lengthen the game no end. And in many ways it succeeded.

Now we're being offered V-Rally which has been developed by French software giant Infogrames. It's to be released through Ocean so there's a fair amount of punch behind it. More of a simulation than a standard racer, it has more in common with F1 than Sony's recent rally game.

If there is a fault with Rally Cross it is that it is ultra bouncy and difficult to stay on the track. In V-Rally it's difficult to stay on the circuit for a host of other reasons. Is your car set up correctly? Is your suspension correctly set? What is the setting for under-steer and over-steer and do you have the right tyres for the circuit you're on? All these need to be

The four wheel drive cars are much quicker and, as a result, are pretty tough to keep on the road



Straying either side of the centre could result in you hitting some nasty bumps

sorted prior to the race and can only be learned through trial and error unless you're some kind of car buff.

Add the stress of car tuning to the bumps and corners on any of the courses and you're some way to understanding exactly what's in store. It's by no means an instant hit for any player - if ever there was a grower, then this is it.

On beginning V-Rally you will be offered many differing game types; from an arcade race against the clock to a championship or a time trial. All these mean there's plenty for any fans of all out racing. If you're an impatient type then you should look at Sony's instantly playable rally racer. If, however, you are looking for something more in depth that offers a wider range of rewards for perseverance then this is definitely more up your alley. So to speak.

The attention to detail throughout the entire game is quite staggering. It includes all official cars from the 1997 season and whether you're driving in the sandy desert tracks or the muddy wet surfaces in England, the handling of your



The attention to detail is quite staggering, with very little in the way of build occurring at any stage



Your co-driver will be yelling the same instruction as that arrow is displaying right about now - the difference being he'll tell you how tricky it is

car and also the weather conditions alter accordingly.

Car details are second to none, with all sponsors included and whether you drive in the four wheel or the front wheel drive class, you can notice a fair amount of difference in their handling and performance.

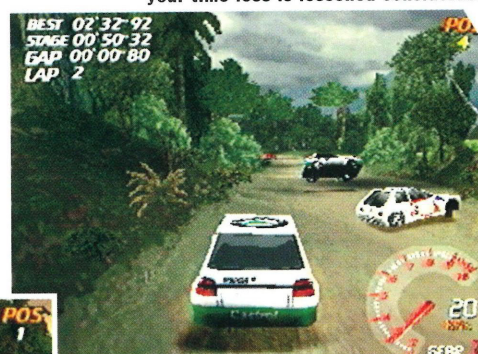
Initially you will have great problems keeping any car on the track due to the bumps which can greatly hinder your chances of a smooth run to the line. You will soon learn, however, that sticking as close as you can to the centre of the road will give you a far greater chance of getting through unscathed. Even the straights can pose a problem as one wheel on a bump can throw your car into a dangerous spin or, worse still, flip the entire car.

If all this doesn't give you some idea of the momentous odds you must overcome, then maybe the weather conditions will. All weather conditions are featured here; from blazing

One touch of the bumpers and the cars can easily go off course and lose plenty of valuable time



Avoid any spinning cars as much as you can by slowing down. Even if you hit them your time loss is lessened considerably



The championship results are shown by totalling the times for the three stages to see who comes top

RESULTS				
	PLI	DEL	DAV	WED
STAGE 1	04:44.16	06:31.00	06:30.20	04:52.84
STAGE 2	03:29.44	05:24.32	05:23.00	03:42.80
STAGE 3	04:37.02	05:01.55	05:40.40	04:55.88
TOTAL	12:50.62	17:36.87	17:41.60	13:31.52

midday sunshine to torrential rain and fog. Night driving, with only your headlights to light your way, will also pull at your nerves - cat's eyes and street lights aren't in healthy supply.

The headlights on your car give a truly realistic view allowing you only to see dead ahead. Concentration and nerves of steel are needed in abundance to steer you through the night so you may race another day. Headlights have never played such a large part of any game before and are scarily realistic, giving you that tunnel vision feeling you get when driving along dark country roads.

The wet weather effects are similar to those you will see on the second F1 game later in the year. The falling rain actually comes at you, giving an added impression of speeds. As you decelerate, the drops will go back to normal.

Once a race begins it's a fast paced affair with lightning reactions required to keep the car steady while travelling at great speeds.



V Rally

► Adjusting your steering lock and braking are also prominent features - you'll find you will need to brake more than you'd expect while adjusting your steering lock is also a prominent feature. If you can get to grips with all this, you're halfway there. Your hands won't be able to stay still on the pad for any length of time - you're constantly adjusting either speed, steering lock, braking or a even a combination of all three.

Some corners are best tackled with a quick yank of the hand brake which will slow you much more effectively than your conventional brakes which, to be honest, are rarely used. The hand brake is essential if you're to stay on the circuit - it allows you to slide out on the corners and get round far quicker than would

otherwise be possible.

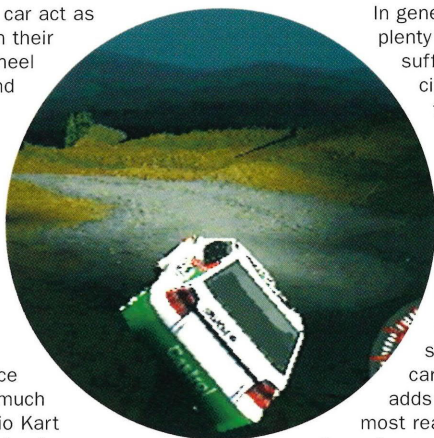
The different grades of car act as two different skill levels in their own right with the front wheel drive cars being slower and therefore simpler to control than their ultra quick and dangerous four wheel drive counterparts. Bumps in the road act more like ramps for the quicker cars and can throw you well off line so you'll have to spend some time on the time trial which is also a great way to practice your skills. This works in much the same way as the Mario Kart time trial where your best lap is ghosted by another car which you need to stay

ahead of to better your time.

In general, there have been plenty of racing games which suffer solely from a lack of circuits. This argument falls flat on its face in V-Rally - there are 42 in total which is phenomenal compared to Sony's Rally Cross and its six track Ray Tracers which is reviewed this issue.

The sound effects too share the same distinction as F1, coming straight from the actual cars themselves. All this adds up to quite possibly the most realistic racing game ever.

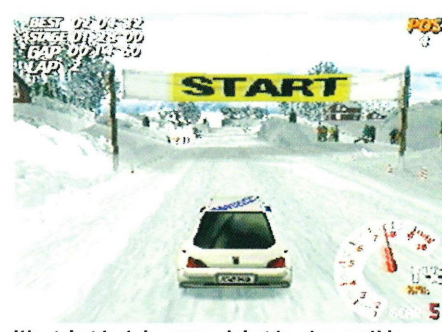
Gear changes and engine screams change as often as the circuits themselves and



Do these grey skies and green foliage look familiar? Combined with the rain this can only be good old England. Hurrah!



The ground level view gives you a greater feeling of speed but doesn't add too much to the gameplay



It's going to take some doing to stay on this circuit for any length of time. Take it easy and you'll get round the course safely



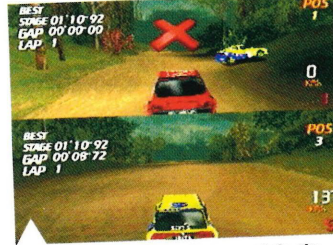
The two player game adds to the feeling of competition



The vertical split screen works quite well but restricts your view a little too much if you go slightly off line



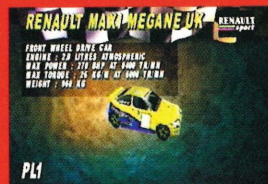
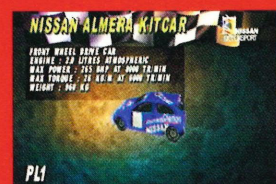
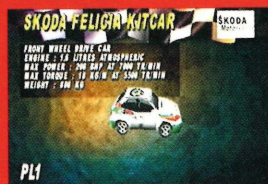
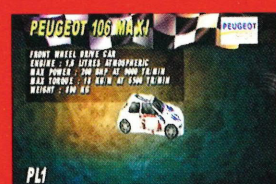
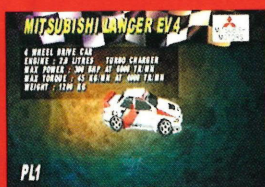
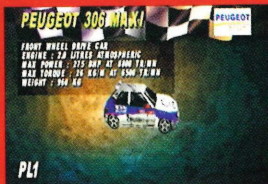
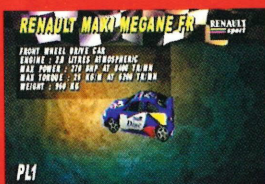
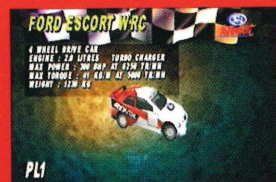
A huge pile up can leave you well out of the running if you make another mistake trying to catch up again



The split screen works surprisingly well with none of the gameplay lost for either player

Decisions, decisions

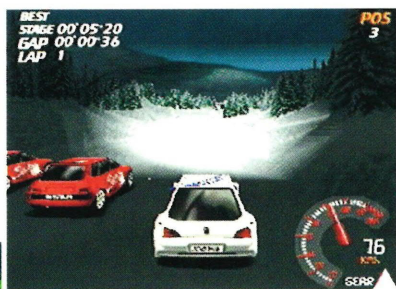
Before you begin you need to pick the right car for the job. This can make all the difference to your overall performance



the realism doesn't end there. There are even co-drivers yelling out the instructions for the corners ahead whether it is an 'easy left' or a 'hard right'. Every single angle has been covered.

Visually stunning (right down to the spectators and distant views), this whole package looks tastier than a large cheesecake topped with chocolate. Thankfully there's very little 'pop up' as it can be annoying when the circuit suddenly builds itself at the last moment.

You can also change your view from right down at the ground to the standard outside view. As you race you can take a peek behind by using the L2 button. The camera view changes so you can see the action at



The night racing gives a fair indication of how terrifying rally driving really is

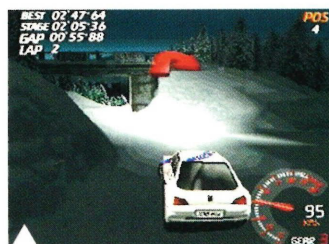


A major collision isn't a problem if you take some other drivers with you

the rear, complete with dust or water spray behind. This is a handy view to give you some idea of what's going on behind and what you can do about it. Having somebody slam into the back of your car can send you in one hell of a spin in any direction.

Thankfully, you are given the option to switch off the worst point about the whole game – the music. Why people insist on including a selection of dreadful rock riffs is something that will probably remain locked up deep within the vaults of racing game etiquette, never to be explained to anyone. There are a few variable tunes, but to be

honest you're far better switching the music volume to zero to hear everything else. If this is the worst point about the whole thing then it should give you some idea of how bloody fantastic V-Rally is. Don't miss it.



The headlight effects really are second to none. Even the glare from the snow and ice is accounted for

PRO SCORE

GAME V-Rally

GENRE Racing

SOFTWARE HOUSE Ocean

CONTACT 0161 832 6633

RELEASE DATE August

PRICE £44.99

PLAYSTATION So realistic it's scary. Every bump

and corner has you frantically trying to keep control of your car. Graphically it's the most detailed racer since F1 and with all the options available it's streets ahead of pretenders like Rally Cross. If it's an instantly playable racer you want then you're going to be let down by this and are better off looking towards Sony's recent release. If you like to be in charge of all pre-race decisions, this could be the one for you. Your decisions will make or break your chances of victory. Nobody has come up with a racer as blistering as this for some time and if you've got a NegCon, you're in for a treat as it's been developed for its use. Basically, it's got the lot.

GRAPHICS 9

SOUND 9

GAMEPLAY 9

LASTABILITY 9



STEVE I'll have to take Andy's word for it that this improves with time because I haven't played it enough to find out. From my observations though it's more detailed than Rally Cross but sadly not quite as good

JAY Nothing compares to the all-round road rampage of Rage Racer as far as I'm concerned. As far as detail and gameplay are concerned I'd say that V-Rally comes a close second if you stick with it for a while

ALEX I really haven't played this too much but from what I can tell it's definitely a winner. It looks pretty spectacular and if it plays half as well as it looks then it's got to be something special

DAN No matter how many racing games come to whet our appetites, people just don't seem to tire of the blighters. This is a tricky one to grasp but does actually improve in time. Like a malt whiskey

WarCraft II

Orcs, elves, goblins and dragons. All are present and correct for this nerd's wet dream of a game

Nice to see that the 'joys' of Alas Smith and Jones have made it into the realms of fantasy



One of my Elven battleships sets sail, ready to give any roving Orcs a bloody good Chinese burn



Information on any unit, building or animal is at your fingertips. Very handy for keeping an eye on supplies

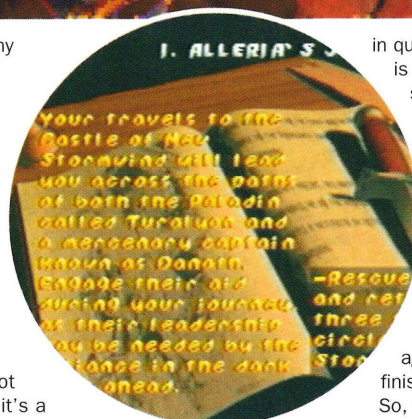
Apparently the PSX version boasts six new FMV scenes. Ooh, I can see the PC crew turning green with envy now



Want to know what any reviewer's favourite word is? It's the one magic word that allows you to convey exactly what something is like in one sentence. It doesn't matter whether you're talking about films, music or good old PlayStation games, this word makes absolutely anything a doddle to review.

The magic word, avid reader, is 'meets'. It may not sound like much, but to us it's a precious gift from the reviewing Gods. Want to explain what that new game's like without using your brain too much? I certainly do, as regular readers have probably noticed. Then simply pick two easy reference points and stick 'meets' in the middle. It's 'Tomb Raider meets Rage Racer', it's 'Tekken meets The Waltons', or even 'Abbot and Costello meet The Wolfman'. See? Dead easy this reviewing lark, once you've mastered that little trick.

So, I hear you ask, why am I letting you in on this secret? Why am I breaking rule number one of the Reviewers Guild? Because WarCraft II, the game



in question on these here pages, is one of those games ideally suited to this trick. I can actually review this entire game in six words. Command and Conquer meets The Hobbit. There you go. The shortest review in history. All done. And that would be the end of the review, if it weren't for the cold, unforgiving steel of a gun barrel pressed against my neck telling me to finish the job properly.

So, Command and Conquer then. A great little game, and certainly the first game to show that strategy titles could work on a console. However, it left me wanting more. Don't get me wrong, it was great for its time, but the lack of scope for expansion always meant it was going age quickly. It was only a matter of time before some smart cookie took the basic building blocks of C&C and beefed it up. WarCraft II is just the game to carry out this task.

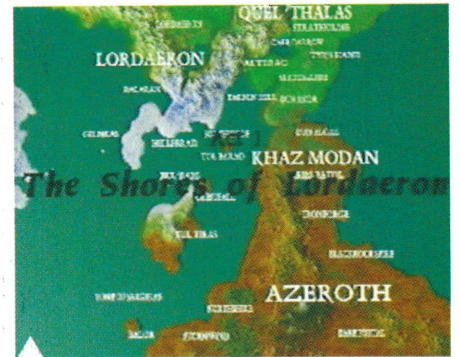
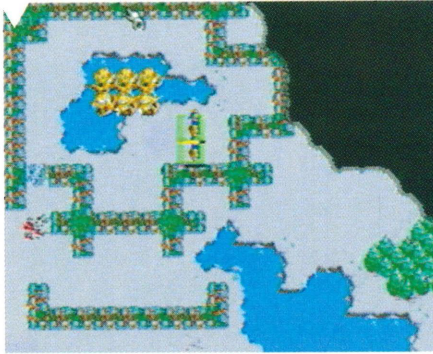
But I'm afraid it's another PC conversion. Now I'm all in favour of porting good titles from one machine to another, but not at the expense of original games which is what seems to have been happening recently. WarCraft doesn't suffer too much though, as it offers value for money rarely seen in the realms of PC to PSX platform hopping.

What you get for yer money is the full, no bits

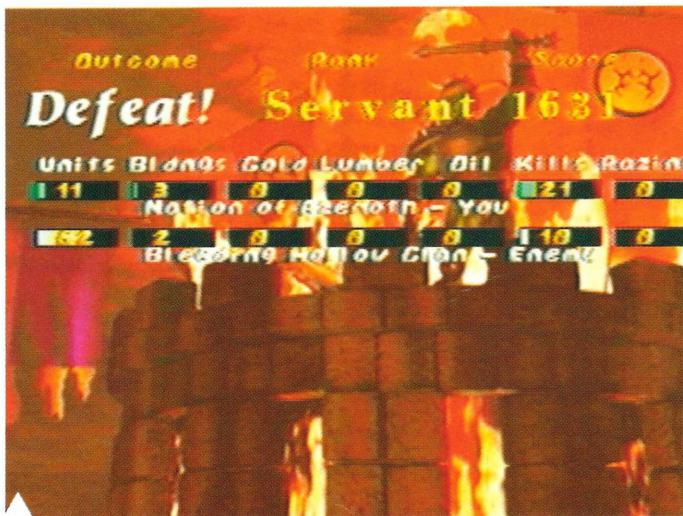


A fairly small fighting unit, but they'll be enough to see off any Orc scouting parties

Break down the walls and free the elven archers and they'll join your army. Thanks lads



You can tell it's a gimpy fantasy game by the stupid place names. 'Quel Thalaz'? I mean, for Christ's sake...



OK, so I took a pasting there. But I only did it so you could see what the 'Defeat' screen looks like. No, honestly

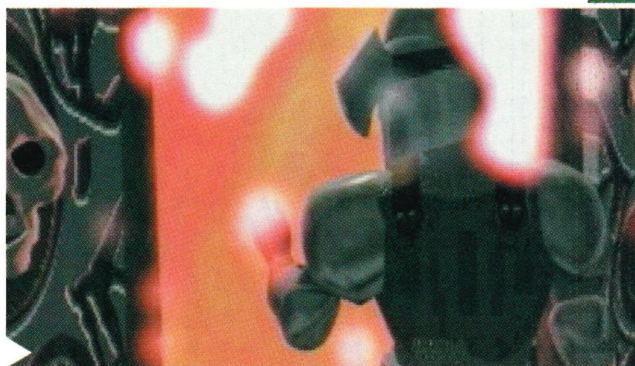
chopped out Warcraft: Tides Of Darkness game, plus the Dark Portal expansion missions (which PC types had to fork out extra for), plus 90 odd customisable maps for messing about with. Oh, and a link-up option. A bumper bundle then.

The only thing that rankles slightly is the insistence on calling it Warcraft II. The first game never even came out on the PlayStation! As far as we're concerned, it's just plain Warcraft. It just makes this bargain package seem more like a PC hand-me-down than it should. Just me being a sensitive sort, I guess.

Anyway, the game pitches you straight into the middle of the war between the human race and the Orcish hordes. Joining in the scrap are elves and dwarves (on the side of humans) and goblins and ogres fighting for the nasty old Orcs. Just like C&C, you can play a full campaign as either army, but unlike its predecessor, Warcraft crams everything onto the one disk. And lets you use a Sony mouse, which I'd better mention before I forget it.

Where Warcraft leaves C&C behind though is in the range of options, always an important factor with strategy games.

Ooh, don't go in there! That'll be the Dark Portal, and those missions are jonny rock hard



He's mean. He's moody. He's busting for a piss, hence the tortured look on his face. You ever tried to pop it out of a flap in a suit of armour?



"Uh huh huh, thankyouverymuch"
"Brilliant! Do 'Love Me Tender' next!"



Warcraft II

► in place, you can start creating shipyards and the like to put together armed vehicles. Rather than just dull tank efforts, WarCraft takes the battle to the oceans and even the skies with an array of battleships, oil tankers and rudimentary helicopters. These may seem a little anachronistic alongside knights and archers, but they make the game maps so much more interesting than C&C's land-locked scenarios.

Even though this is starting to sound like a back-dated criticism of Command and Conquer, Virgin's point and click masterpiece deserves recognition for laying the groundwork. WarCraft uses pretty much exactly the same game mechanics, right down to the little energy bars over any selected warrior and the click and drag method of selecting multiple units.

It's fair to say that without C&C, WarCraft would never have existed, at least not on the PlayStation. All WarCraft has done is take the idea and improve on it, something that inevitably happens with any good idea eventually.

So, after all that beating around the bush, I reckon WarCraft is the better game, by a considerable margin. It's more varied, easier



You can tell by the way I use my walk, I'm a woman's man, except I'm an Orc



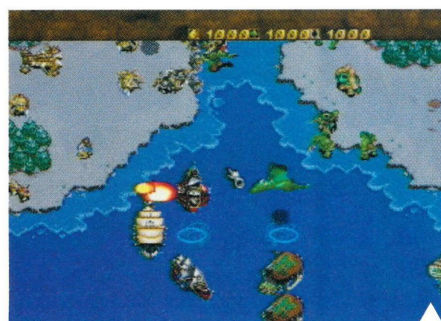
to get into and offers more play time for your dosh. It's easier as well. Certainly not incredibly easy, but the gentle difficulty curve allows you plenty of time to master the intricacies of construction and strategy before piling on the pressure. It's a game that lets you make mistakes and then learn from them. So your assault on the Orc base was a disaster? Rest assured that you'll be able to pull back and rethink your strategy while rebuilding your forces.

But more than that, WarCraft is also an incredibly satisfying game to play. From the humble beginnings of a Town Hall and a just few peasants, it's a real joy to see dozens of peasants running around ferrying goods, while your army slowly builds into an unstoppable killing machine. The fantasy setting, while threatening to dissolve into a mucky puddle of sub-Tolkien bollocks at any time, does at least offer plenty of scope for outlandish monsters and locations. A new, bizarre foe is always hiding somewhere about the map.

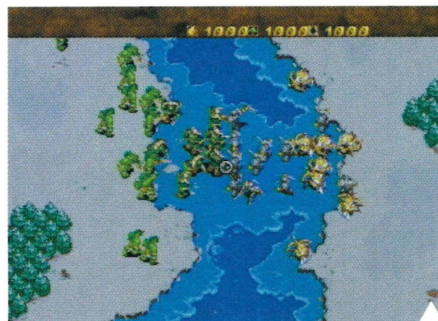
Command and Conquer ruled the strategy roost purely because, apart from the insipid Warhammer, there were no other 'classic' style strategy games worthy of mention at the time. WarCraft steals the crown with ease, purely by offering more for your money. For those of you that are patiently waiting for Red Alert, this should divert your longing nicely.



There's a lovely big catapult in that enclosure. If only you could get to it, you could use it



Things are really hotting up now, with dragons, boats and everything



Blimey! It's like the Mods and the Rockers at Brighton beach all over again!

PRO SCORE

GAME Warcraft II

GENRE Strategy

SOFTWARE HOUSE Electronic Arts

CONTACT 01753 549442

RELEASE DATE July

PRICE £44.99

PLAYSTATION APPROVED

Maybe it looks a little too similar to

Command and Conquer, but this game

expands an already excellent game style

and takes it to new levels, via a brief detour

through Sim City. If you liked C&C, and I'd

imagine that means most of you, then I'd certainly recommend getting a copy of this.

With hundreds of missions and campaigns to try out, plus the chance to play against a

friend over a link cable, this'll take months

to explore every last corner. The Dark Portal

missions are especially tough, as you can't

build new resources, and even if you finish

those, there's still all those custom levels

(some of them played for laughs) to try out.

The new holder of the traditional strategy

crown, I reckon.

GRAPHICS 7

SOUND 7

GAMEPLAY 8

LASTABILITY 9



ALEX Oh my God, Dan's lost his marbles. Games like this should only be seen in reclusive hippies' bedrooms. And to think he was caning Andy for wearing a Fields Of The Nephilim T-shirt the other day as well

ANDY By no means a particularly outstanding release in its genre. It is good fun and simple to grasp, much like C&C, but this pushes no boundaries I'm afraid. And I remember Dan in an EMF T-shirt recently too

STEVE A quality slice of strategy action. A bit of a cheat, considering it's just Command and Conquer with knobs on, but great all the same. Oh, and ignore Andy's libellous EMF comment. He's a lying pseudo-goth

JAY Half-arsed indie band T shirts aside, this little 'C&C with goblins' jaunt from EA should fill the strategy gap nicely as we wait for the stunning Red Alert to hit the PSX. By no means the best, but entertaining all the same



PS
CB
ROM

1 OR 2 PLAYER

1 OR 2 PLAYER

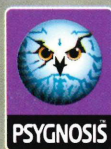
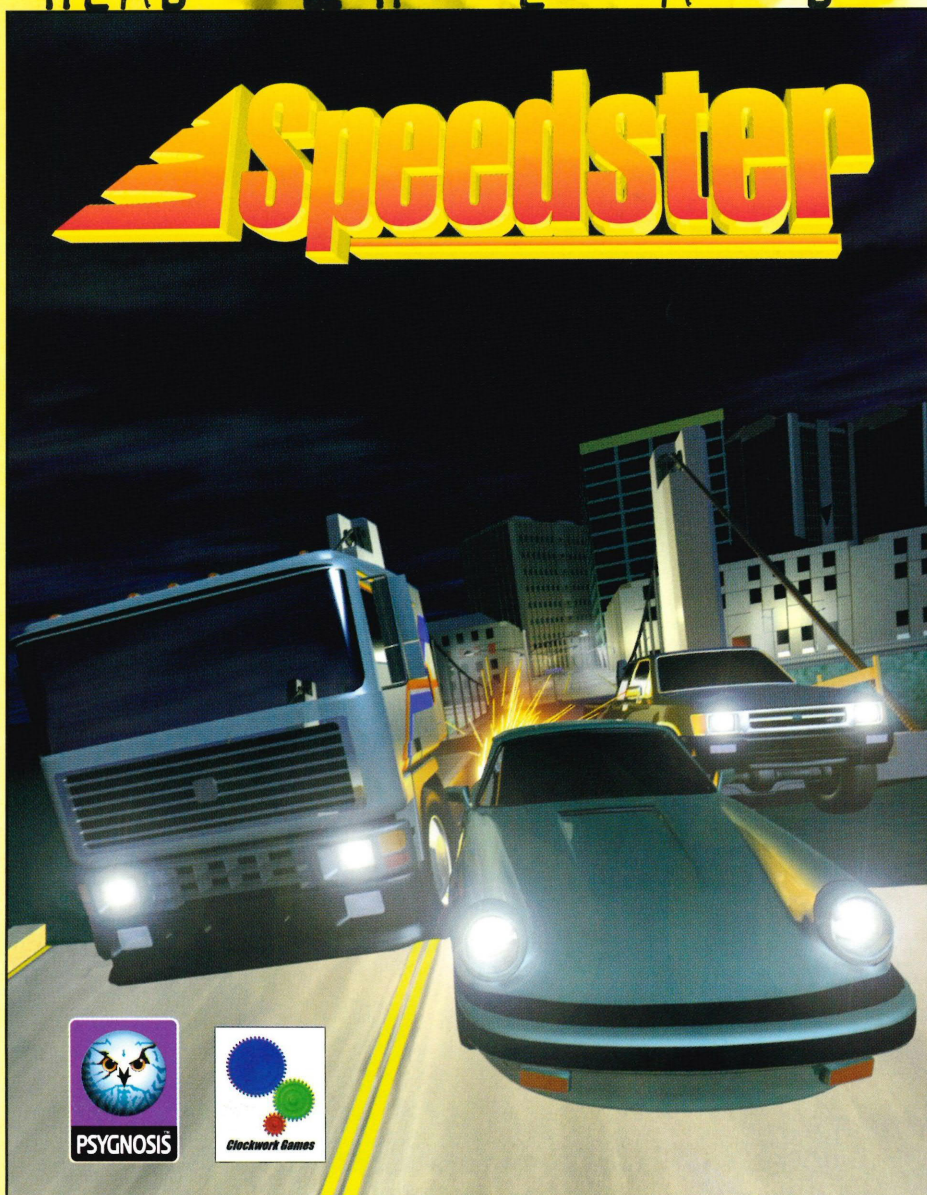
PURELY ABOUT RACING
PURELY ABOUT RACING

HEAD 2 H E A

HEAD 2 H E A D

Speedster

Speedster



Ray Tracers

Just what we need, another driving game. Only this time the finishing line doesn't exist – you must smash your way to success. Now that's more like it.



Smash that 'copter with the ferocity of a sidewinder and it won't know what's hit it

The other cars are more of an annoyance and slow you down on your mission



Another end of level guardian gets in your way. Hammer him into oblivion without incurring a single dent or scratch



In the actual game, the yellow car has the weakest attacking power

These alerts will give you some idea that you're at the final obstacle in your mission

One slip of the tongue and you could go horribly wrong. If you are interested in buying this game do be careful when asking for it at the shop. Do not blurt through the game title or you may just end up with another similar titled game which, strangely enough, Sony also produces. Look back to last month's preview.

If you remember games like Chase HQ

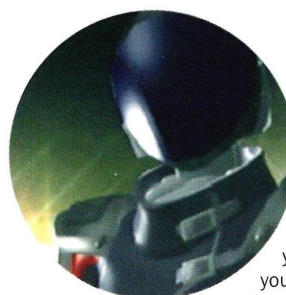
years ago and, more recently, the Die Hard Trilogy driving section, you will have a basic idea of what Ray Tracer involves. It's an ultra fast chase and destroy game with more thrills and spills than anything we've seen so far in this field.

What's in store for the player here is one damn quick race against the clock in true arcade style. It's much quicker than just about anything seen before on the PlayStation. So much so, it makes you wonder why it

hasn't been this way before. Surely other racing games could have handled a little more speed? It's not that there aren't many truly outstanding racing games, it's just that it's a little baffling why it hasn't been done before.

The break neck speeds involved could have been potentially lethal in terms of controlling the car, but this has been fine tuned to make the whole package ultra enjoyable to play.

One thing they've managed to omit, however,



is any form of a lasting challenge. There are three skill levels to choose from but only the medium and hard will offer anything above a slight challenge. The only difference between the medium and hard levels is that the turbo option is taken away so you must do the whole thing under your own steam.

This cuts the life span tremendously as once you've gone through the six stages, you've completed the lot. To finish any stage you must speed through the busy city traffic any way you can – whether it involves avoiding them or barging them aside (which uses valuable time). You must get through the time checks to extend your time and then battle against an end of level vehicle before heading off into the next challenge.

The guardians graphically are, as with the rest of the game, as good as they get. They vary from huge tanks to bizarre battle helicopters which you must plough into until their energy bar is fully depleted. One stage takes you through a series of these guardians in the same running order and then it's onto the final vehicle which is the only one which poses any form of difficulty as its huge arm smashes into the ground to knock you aside. And that's it as far as the guardians go.

The individual cars you may choose from before the task begins all have varying attributes in terms of speed, acceleration and handling. The good thing about this is that the cars do actually perform in these different specifications

so it is important to choose the right car from the start.

It's also important to use the

Some hits on the final vehicles will knock you off course – you'll need to use nitro to catch them up again





This view is shown as an end of level beast is about to blow after a proper pummeling



Your car remains static with its engine purring. Belt up as the mission is about to begin



The action hots up as a civilian driver gets in your path. Road rage ahoy!

nitro boosts sparingly when you're involved in the lower skill level races.

The slowing action when you clatter into the end of level vehicles can sometimes leave you straggling quite some distance behind, so to gain some ground a tap of the nitros will do the trick.

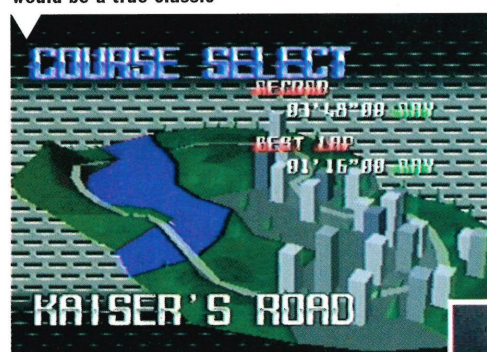
Although it both looks and plays like a dream, its lack of variation doesn't provide any



This is one of the best all round vehicles to drive for performance, handling and attacking strength

kind of long term challenge. If there were a few more levels and a little more variation, there is no doubt this would come highly recommended. As it is, no amount of fantastic graphics and stunning gameplay can disguise the fact that Ray Tracers, unfortunately, falls just short of the mark.

There are too few courses available to you. If there were more courses and tougher skill levels then this would be a true classic



Just in case you can't work it out this screen welcomes you after you've completed a mission. Weird



The meter on the left of the screen shows you how far you are from the mission objective. Get ready for more action



Hammering other drivers off the road is a good way to gain points but they do lose you valuable time in the long run. And it's fun

PRO SCORE

GAME Ray Tracers

GENRE Driving

SOFTWARE HOUSE Sony

CONTACT 0171 447 1600

RELEASE DATE August

PRICE £44.99

Now this is a tricky one to call because in many ways it's the best driving game seen so far, but in other ways it has been let down badly which has dragged the score down considerably. The main gripe is the actual length of the game itself. It's possible to complete this in next to no time and the skill levels aren't going to challenge anyone for any serious length of time. For what's on offer this could have wiped the floor and left some thick black tyre marks on any competition. It looks stunning, plays well and if it's a quick blast you're after, it's great fun. Not gripping, but great. However, if you do fancy having a few games you're probably best off either borrowing a copy or renting it. Otherwise, forget it.

GRAPHICS 9

SOUND 8

GAMEPLAY 9

LASTABILITY 5



DAN Give this game twice as many levels, and it'd be a 9, without question. As it is, even Andy finished it without sweating. Rent it for a night, enjoy its brief wonderfulness and then wait for the, hopefully better, sequel

JAY Looks treat, plays well and overall I found it 'a bit of a laugh'. Chase HQ fans will adore the similarities, but unfortunately the thrills and spills are over too soon, due to the stupidly low difficulty settings. Worth a look

ALEX Arguably the fastest race game on the PlayStation, Ray Tracer immediately caught my eye. Unfortunately, it's too easy and any gamer will soon beat it even on the toughest level. A shame, cos it plays and looks great

STEVE Can't comment on the game's lasting appeal because, unlike the rest of the team, I thought this was a below average racer and therefore my interest waned long before I reached the end. Dated and tedious

Okay folks, three more pages packed to bursting with your attempts to convince us that you'd be just as good at this job as we are, in the hope we'll employ you. Unlikely, but anything's possible, look at Andy!

Formula One

By Mark Bennett, Doncaster

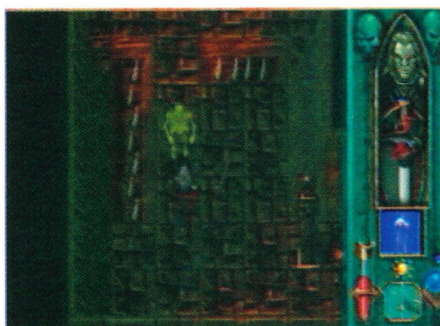
Formula One Grand Prix racing, the personalities, the glamour and the speed. For so long developers have strived to capture the true essence of motor racing, from humble beginnings such as Pole Position to Sega's Virtua Racing which set new standards. Not until recently have games companies had access to the technology to produce a realistic and playable Grand Prix winner.

As luck has it, the Sony PlayStation has been graced with Formula One produced by Bizarre Creations and Psygnosis. F1 delivers a high energy package of speed and simulator-like reality into your living room (or wherever else that grey box is kept). We are treated to 17 World Championship circuits, 13 team constructors and an abundance of options. We couldn't ask for anything else, or could we?

The game begins with an admirable intro sequence supported by a steely rock



Blood Omen – Legacy of



By K.M Scholes, Essex

Blood Omen is a wicked RPG game, for unlike its predecessors, you do not play a squeaky clean good guy. You take on the role of a murdering, blood-sucking vampire, hell bent on destruction and revenge against the people who killed you.

Even though you complete this task within minutes of the start of the game, you are then given another task. This being to seek the pillars of Nosgoth and from here your missions of death and destruction begin.

Enough of the story line, let's get on with the

games features. This makes an excellent game, graphics are good and the music is OK. But this does give it all a dark and spooky atmosphere. One problem I've found is that when you change forms (eg from vampire to wolf) the game pauses to load a new sprite, or when you go to the inventory to change weapons this becomes time consuming because of the loading again.

Apart from that the game is excellent and you have to hold yourself back from slaying all the villagers and prisoners who are shackled to the walls (I had great difficulty with this) as you need to leave some for later.

Like most games nowadays there is more than one weapon. These include Iron Sword (the starting weapon), Mace (good for smashing rocks and stunning villagers for feasting), Axes (Havok and Malice, my favourites for maximum carnage, although they hamper your use of magic), the Flaming Sword (makes targets burst into flames and is quite amusing) and finally, the Soul Reaver (the last weapon, this makes all enemies explode in one or two hits, except for bosses).

There are also several armours ranging from Iron (starting armour), bone (scares small undead creatures), Chaos (repels physical

attacks back onto the attacker), Flesh (leaves you to fight other opponents whilst sucking blood from other victims) and Wraith (which when attacked splits the inflicted damage between your magic and health gauges).

There are yet still more nasty ways of dealing with your victims (breakfast, lunch or dinner depending upon the time) in the shape of artefacts like Flay (this strips your enemies of their skin), Pentaliche Tarot (this is the nastiest of them all, causing random multiple injuries, eg implosion to slumping into a pool of maggots), Implore (projectile causing victim to implode on themselves), Putresce (this projectile causes the target to melt into a pool of green slime and maggots which remains to affect others touching the pool). These are just a few of the artefacts in the game, there are several others.

Not only content with physical weapons, Kain also uses magic. He has several spells at his command, these are but a few of what you can find: Spirit Death (this causes immediate death to everyone except bosses), Mind Control (this allows you to take over most humans minds), Repel (protects you from all weapons), Inspire Hate (this causes all enemies and victims to attack each other in a blood frenzy). There are

anthem which was fine. F1 is well presented with a detailed array of options at hand. Important to note is the steady learning curve which is bolstered by 'Arcade' or more realistic 'Grand Prix' options, along with a host of variables in the 'Race' and 'Car Setup' sections. What really makes the game so accessible is the one hour free practice session which allows the player to improve. Along with this weather, settings can be changed, tyre wear turned on/off, car damage is optional and fuel is available.

F1 is not instantly playable, the enjoyment builds as the control system is learned and the numerous tracks are memorised. Quite often you may find yourself racing the Interlagos track over, due to the fact that it becomes easier and more enjoyable as you chew into the lap times. For those lucky enough, a link up option is available. A race between two experienced players surely improves already excellent gameplay by 100 per cent.

Graphically the game is far from sublime, but this is compensated for by a superior frame rate and fluid movement and handling. The cars are fully three dimensional, the use of polygons has allowed extraordinary attention to detail. The tracks are surrounded by hoardings, cranes and spectators while the cars display individual liveries and sponsors names. Admittedly, the real

atmosphere is provided by superb audio effects, the wail of engines, the roar of a capacity crowd and the unique commentary by the voice of motorsport, Murray Walker.

Of course no one game can claim to be perfect, certainly not F1. It is riddled with bugs and glitches, false dynamics creep in and there are a number of forgiving and tempting shortcuts. The major fall back involves the out dated 1995 field, why? I don't know. There is a significant gulf between medium and hard difficulty levels. Though

impressive, the artificial intelligence becomes pathetic, especially when labouring back markers refuse to allow the leader past, never hesitating to try and write off your car.

Even with such an alarming abundance of problems, Formula One remains a classic and extremely playable racing game which by far eclipses the competition currently on show. In late 1997 I am hoping to see a much improved version and worthy

sequel. Certainly Eidos has played its pretty summer postcard a little too late and fallen foul of the same dated statistics F1 did.

GRAPHICS 89% - Smooth, detailed and colourful moving at a superior frame rate. Nice but not perfect. Where's the chequered flag?

AUDIO 95% - Roaring V10 engines, breathless commentary. The sound effects are a winner

PLAYABILITY 92% - F1 is action packed and fast.

Definitely one for the fanatic

LASTABILITY 95% - three difficulty levels, 72 lap races, 17 circuits. F1 could last a long time my friends!

OVERALL 94% - One for the lads, buy it, it's a hot cookie! Rarely a better game

Formula One remains a classic and extremely playable racing game



Kain

also other lesser magical spells.

Another good feature is the weather. For when it snows or rains Kain will slowly lose energy (later on however he loses his allergies to rain and snow through the blood fountains). Unlike vampires in books and films you may move about in daylight, even though this does leave you weaker than at night time. During the night the phases of the moon become important, for during a full moon your wolf form becomes much stronger. Time of day is shown by a sundial at the bottom of the screen. Other features of Nosgoth, in which Kain travels, that affect him are streams (which can only be crossed upon bridges or using his mist form), or lava flows which affect all of Kain's forms.

Not all caves in the game are open all the time, some only open upon pulling a certain switch or during a full moon. In these caves you can find artefacts. Blood Fountains, in these caves you will gain strength, magic and immunities to rain and snow. Also in caves are the Spirit Forges where artefacts can be bought in exchange for blood (I think this is daylight robbery). Temples are hidden in the caves where you find magic, weapons and armour.

You can interact with the humans when in

your human form (which is stolen from some freeloading gypsies) but don't bother talking to the maidens because they say things like "the nights can get very cold around here stranger, I can help you get through it", (really useful!), whilst the barmen say "a drink for your troubles sir?" (but you never see a drop of ale!). While it may be funny at first it does get boring and repetitive after a while.

The game is well programmed with very user friendly options menus and quick selection icons (why didn't this get included for the weapons and armour as it is very useful for a quick flowing game?).

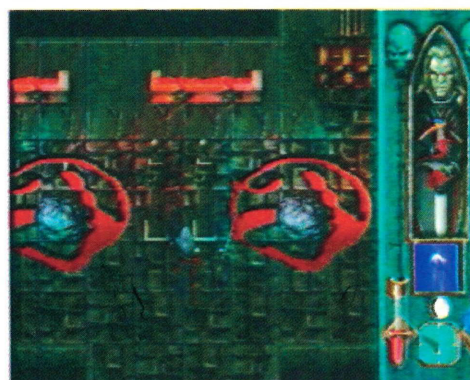
To round up, this game keeps to its excellent storyline. Video sequences are smooth and very

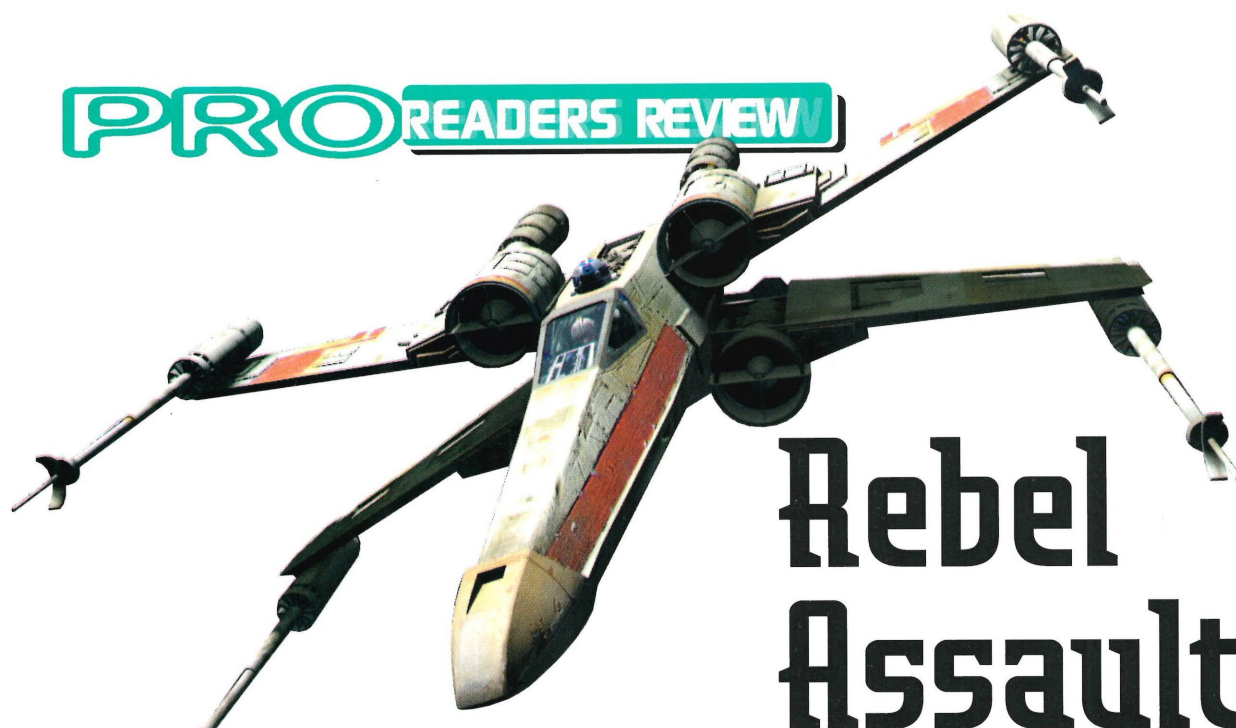
The in-depth storyline and gameplay make this a must for any RPG fans

enlightening (I like the flying sequence as it allows you to see Nosgoth from the air). The sprites are fluid and highly detailed, moving well and giving a good image. Lighting effects (the flaming sword and lightning effects during storms and fading daylight) are all very smooth

and realistic and all round gore factor, moody coloration, in depth storyline and gameplay make this a must buy for anyone who is an RPG fan.

GRAPHICS 4.5
SOUND 4.5
GORE 4.5
PLAYABILITY 5
VALUE 4.5
OVERALL 4.5





Rebel Assault 2



By Dean M. Davies, Coventry

Star Wars on the PlayStation again! After the pathetic offering that was Dark Forces, surely LucasArts won't let us down again? Anyway, after paying £3 to hire the game, I spent the short trip back home imagining what it's going to be like. Light sabre battles with old Darth, flying Luke's X-Wing down the trench thing, perving at FMV of Princess Leia and legging it around the Death Star blowing Storm Troopers, er, I mean shooting Storm Troopers! I can't wait, can you?

I arrive home, grab a can of Fosters, leg it upstairs and slap the CD in the drive. It starts with superb music which is just like the real thing, composed by that great bloke we all love – John Williams, lovely! Now some nice FMV. Oh dear, what has happened to Vader's voice? He sounds like Julian Clarey! But we'll let that pass if the game's any good. The following day, after the intro's finished, I manage to start the game, oh no, not more FMV! Another day passes...

Finally, the game! But the less said about that the better. Every battle sequence is the same, except you get different FMV at the beginning which is longer than the movie itself! These clips, or should we say feature length films, reveal a bit more of the story as you go, at least there's something to keep you interested. In each section you get to pilot a different space craft, the thing is they are all the same, there's no difference in the handling or anything! What a con!

Then there's the really hard shooing sections, not! These sections must be the contender for the most pathetic programming in games history, putting these on a Spectrum would be considered shameful. Basically all you do is line up the cursor to a Trooper and whack the fire button, once killed, another

will appear in exactly the same spot! Duck down, then jump up when he's fired and hey presto, he's dead, then guess what? Another white wally appears! What excellent intelligence by the computer! Even Stevie Wonder could complete this section because it is that easy! Come to think of it, the rest of the game doesn't really stretch your gaming skills.

Let's try to define the difficulty level shall we? Well, there isn't one! I managed to complete it on my first go! If I'd have paid £45 for this I'd have microwaved the game and sent it back to the shop; it really is poor! The graphics for

the FMV are good, sure, but the in-game ones are tacky and look rougher than I do after a night out.

What's the point of having FMV and nothing else? I'd much rather blank the endless mini movies and a cracking game, obviously the boys and girls at LucasArts don't think so.

While we are on the subject of FMV, why is there no familiar characters in the shots? No Han, Leia, Luke, Obi-wan, R2, 3PO, Chewie, nothing!

So even this is a bit disappointing. The only familiar guys are Admiral Ackbar and old Vader, who, as I mentioned before, speaks like a woofier. I just wonder what he does when he's alone with that light sabre of his? I bet he's got a pink one stashed

away somewhere! There are not many good points I can highlight in this feeble excuse for a game, except that the music is really top notch, and the FMV is good, although let down by dodgy acting which would put Neighbours to shame! Adding to the fact that it takes all year to get through it does tend to get a bit monotonous. The best bit has to be when you reset the machine though! I only kept playing this game so I could check out the end sequence, which just happens to be the worst mini movie of the lot! Torture myself all the way through and my reward is more disappointment, thanks LucasArts! After playing this I couldn't wait to get back downstairs to listen to my granny waffling on about where to get the cheapest cabbages from. Now that is sad!

This game really could have been something, the potential for a classic Star Wars game is there, and it could've happened if someone at LucasArts actually bothered to find out what makes a decent game. People will buy this just because of the name, but I'm begging you not to, please! It seems to me that they don't really care what pile of poop is released because at the end of the day it'll sell because of the Star Wars name and current craze. To say I'm disappointed is an understatement.

I'll sum this game up with a nice rhyme, it goes like this... The only thing to do, with Rebel Assault poo, is to chuck it down the loo! If you think that rhyme is bad then play the game because it's worse – believe me! Use your brain, not the force, to steer well clear of this plop, the programmers at LucasArts should be ashamed.

Top notch music and FMV that is let down by some dodgy acting

GRAPHICS 6
SOUND 8
LASTABILITY 1
GAMEPLAY 2
OVERALL 2

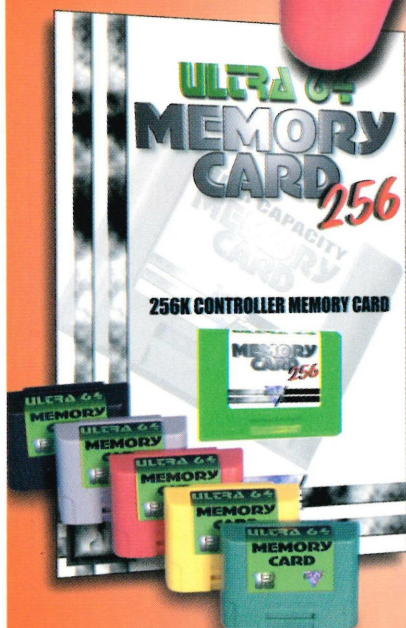
SUMMARY Buy this game. Only joking, it's kack!

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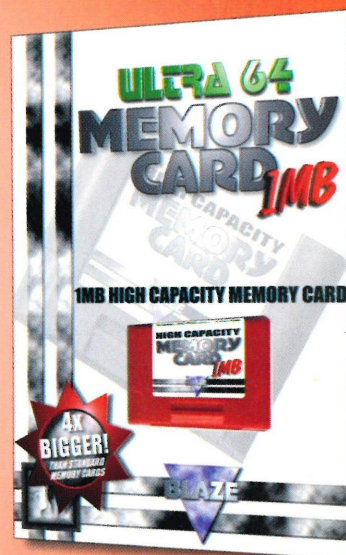


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PLAYSTATION -ON-SEA

By
Alex Lee



Blackpool, Boyzone, blarney, big ride and Sarah Vandenberg – a kitsch combo if ever there was one. The PlayStation Pro team couldn't help but investigate



1) "Could the little Irish bloke who co-presented the Eurovision Song contest please grimace and point for the camera?"

5) Exclusive! Fully Booked's ex-Neighbours star Sarah Vandenberg caught reading PlayStation Pro



6) Another exclusive! Boyzone's Ken smokes fags! Your secret's out mate, and you bottled going on the ride

7) Is it really that far up? Oh my God, we're all gonna die! Has this ride got a safety certificate or what?



11) And they're off! The ride goes flying skywards at a force similar to that of a fighter 'plane ejector seat. Allegedly



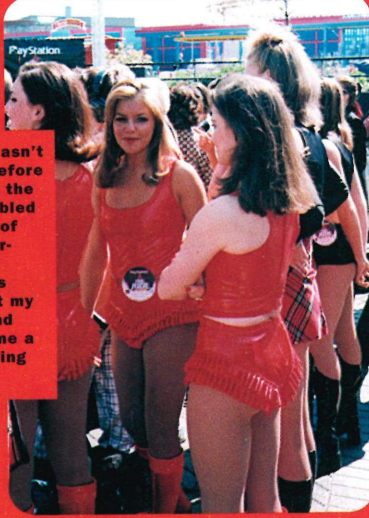
12) They're on their way back now. Normal people pay £2 for a go on this. Boyzone get paid 10 grand. Or thereabouts



2) Nicholas Thompson, 'Mr Pleasure Beach', shows his disgust at being forced to wear a comedy tie and pinstripe suit ensemble in the middle of summer



3) It wasn't long before one of the assembled group of leather-clad models caught my eye and gave me a withering look



4) What are Boyzone doing crowding 'round that old biddy when there are a load of babes on offer? Good Irish lads, the lot of 'em



8) Boyzone prepare to go in the stocks. The accusation - sharing a 90-year old girlfriend

9) Meanwhile, on the other side, suited and booted Guy Pearce out of Sony grins inanely hoping to disguise the fact he's severely panic stricken



10) "Hands off, she's mine!" cries Ronan, drowning the adoring cries of the dozen screaming pre-teen fans who turned up to throw their trainer bras at him



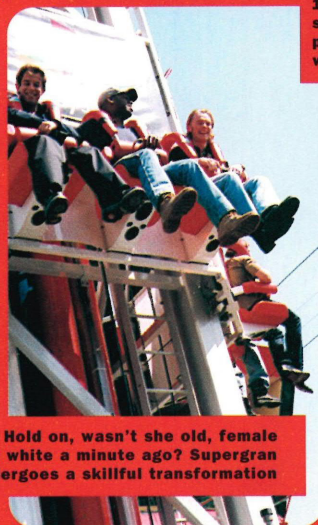
13) Ronan quickly brushes his teeth with his finger as his Grandmother/girlfriend tells him he's got bad breath



15) "Yeah, you shoulda seen Boyzone! They were ploppin' themselves! You wouldn't catch me on that!"



14) Hold on, wasn't she old, female and white a minute ago? Supergran undergoes a skillful transformation



15 Ways To Beat Legacy Of Kain

Good grief. If there's one game that's kept our phones ringing off the hook for the past few months, it's BMG's monstrous hack and slash adventure. Fear not, we've taken note of the most common cries for help and compiled them into this indispensable 'How To...' guide, with expert advice from Crystal Dynamics, Kain's creators. Sink yer fangs into this little lot

IF YOU NEED HELP IN THE WOLF FORM DUNGEON...

The first cave Kain finds in the overland from Ziegsturhl to Nachtholm is the Wolf Form Dungeon. Kain must pick up the Wolf Form Icon and use it to jump over the spiked pits. The switch to unlock the first door is on the west side of the room. Once outside the cave, use the wolf form to jump up onto higher ledges and across water and enter the cave to the north. In this cave the locked door is opened after activating the two floor switches, one on each side of the first room. Enter the teleporter and exit the wolf cave.

IF YOU NEED HELP COMPLETING THE ENERGY BOLT DUNGEON...

The Energy Bolt Dungeon is in the large crypt between the Wolf Form dungeon and Nachtholm. Once in the dungeon, take the right passageway to find the Energy Bolt Icon and use this spell to destroy the Red Liches throughout the level. Use the Energy Bolt spell to activate switches across spikes. In the room with three switches activate the outer two with the energy bolt spell to

open the locked door to the south. Hit one more wall switch in the next room and then exit the dungeon.

TO FIND THE FIRST BLOOD FOUNTAIN FOR INCREASED STRENGTH...

The Blood Fountain cave for increased Strength 1 is west and north of the Energy Bolt Dungeon on the way to Nachtholm. Kain must use wolf form to jump onto a higher platform.



form on the west side of the path. This fountain will allow Kain to push small dark coloured rocks out of the way.

IF YOU NEED HELP WITH NUPRAPTOR'S RETREAT...

To reach Nupraptor's Retreat, head south from the western point of Vasserbunde, and Kain will find a locked gate. To unlock the gate, go into the house east of the gate and activate the switch found there.

North from the gate is the cave entrance to Nupraptor's Retreat. The Wolf form is useful in the beginning to jump over brown water and avoid fireballs. Hit red lit switches to extend bridges across brown water.

The first locked door will be activated by pulling the two outer switches in the room north east of the locked door. The other locked doors will be opened by switches on walls or use the Energy Bolt spell to hit switches over spikes. Once Kain reaches the room with the big brain on the floor there are four puzzle rooms you need to solve to open the door at the top of the room.

In the upper left room, touch all the statues to activate switches. In the upper right room, run past or kill all the zombies. In the lower left room, hit the floor switches to trigger bridges and use wolf form to jump over the

spikes.

In the lower right room, hit the switch on the wall in the painting, then follow the lit path activating hidden switches at the end of each path to get to the teleporter. Do not use the Light Spell in this room.

After that, take the top door in the brain room and continue hitting switches and entering teleporters until reaching Nupraptor's chamber.

IF YOU NEED HELP DEFEATING NUPRAPTOR...

To defeat Nupraptor, move Kain vertically across the chamber walking through the pink spheres of magic as they





TO STOCK UP ON SPELLS AFTER FIGHTING NUPRAPTOR...

Now you have the mace, return to Vasserbunde. There are two houses here, with obelisks blocking the entrance. Use the mace to smash them, and enter the houses to fill your pockets with nasty spells. Also, opposite the gypsy camp outside Vasserbunde, there is a valley sealed by standing stones. Break them down as well for more handy spells.



IF YOU NEED HELP FIGHTING AGAINST MALEK...

To fight Malek, follow this pattern: Get close to Malek before he starts to swing, hit the attack button rapidly and slash Malek four times with the Iron Sword then back away. Attack Malek three times in this fashion and he will fall down and split apart. When Malek gets back up he will use

three magic attacks. Avoid these magic attacks by backing away and dodging, and then attack with four sword swings again. Continue attacking and dodging, hitting Malek in this fashion five more times and Malek will use magic to make Kain retreat. Don't worry, you haven't failed. You can't kill Malek, at least not yet. Use the teleporter in the lower right hand corner to escape. At this point Kain finds the Axes.

IF YOU ARE LOST IN THE ORACLE CAVES...

The Oracle Caves are just east of the Stun Spell cave, north of Malek's Bastion. In order to get through the caves, always refer to the overhead map, red lit areas show where Kain should be going. Do not Sanctuary out of the Caves.

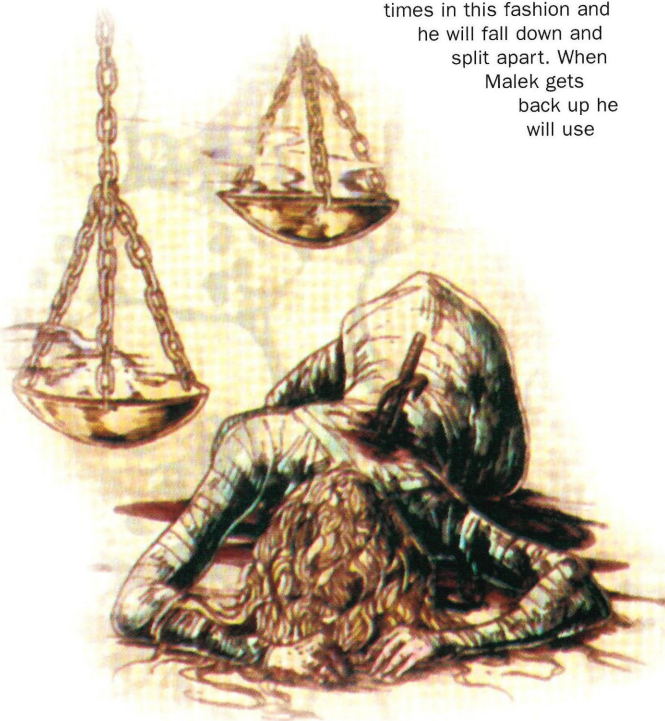
Equip Kain with the mace, to break open stalagmites and obstacles for power-ups throughout the caves, and Energy Bolt or projectile objects, to destroy enemies. Look for blue orb-like switches on the walls to open locked doors.

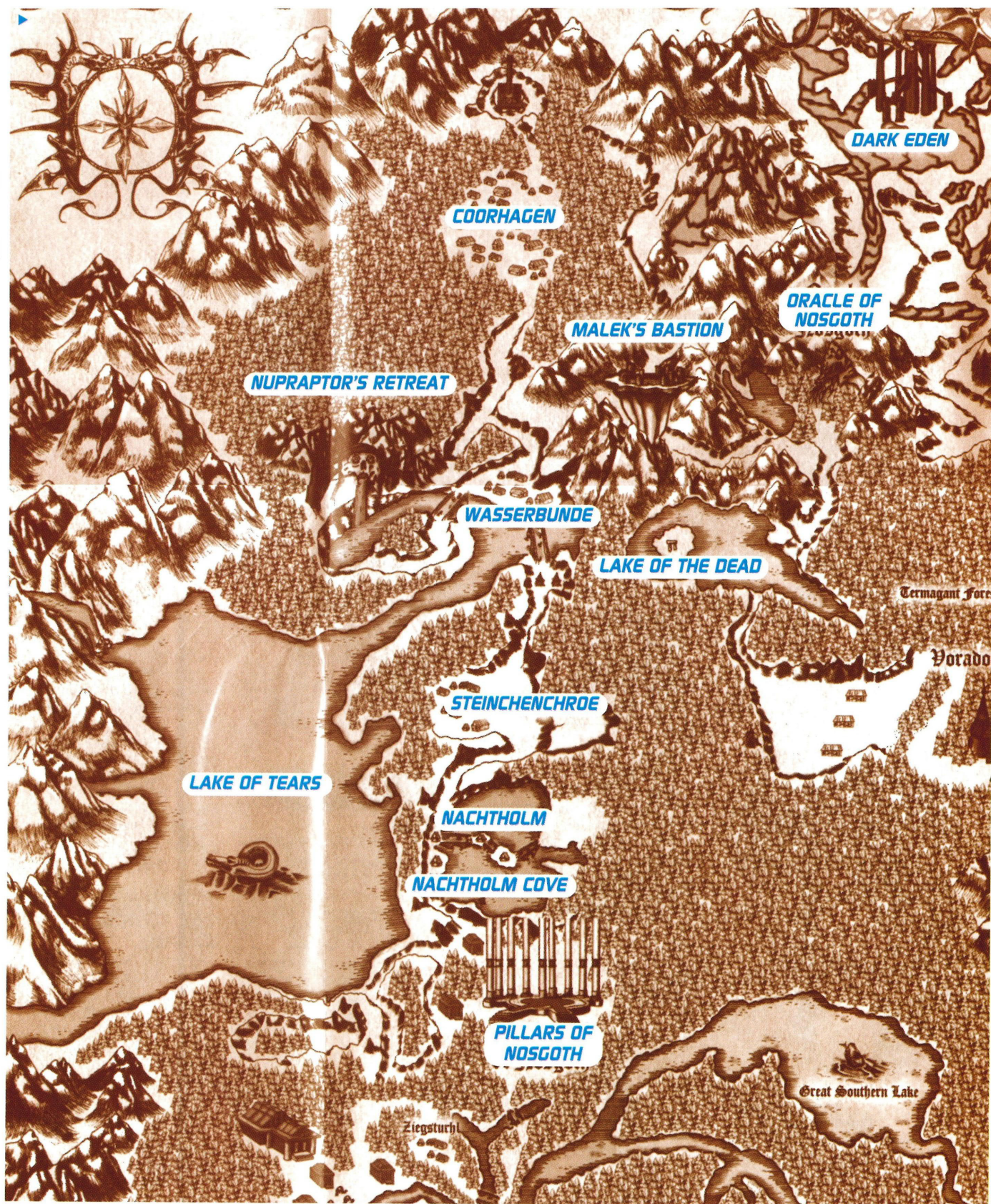
Newly unlocked doors will glow red on the overhead map. To avoid retracing your steps, kill all enemies and they will come back as ghosts to know where you have been. Once through the caves, talk to the Oracle. On leaving the Caves Kain will come

disappear. Hit Nupraptor with the sword four times as he transports himself from the top of the chamber to the bottom of the chamber. Then Nupraptor will appear in the centre of the room.

Wait until the skulls spinning around him stop moving and shoot outwards, then move Kain close enough to hit Nupraptor, then move away.

Repeat this last step and then pick up Nupraptor's head. Kain will subsequently receive the Mace after beating Nupraptor.





across the Incapacitate Spell.

IF ROCKS ARE BLOCKING YOUR PATH OUT OF THE ORACLE CAVES...

If you can not move the small



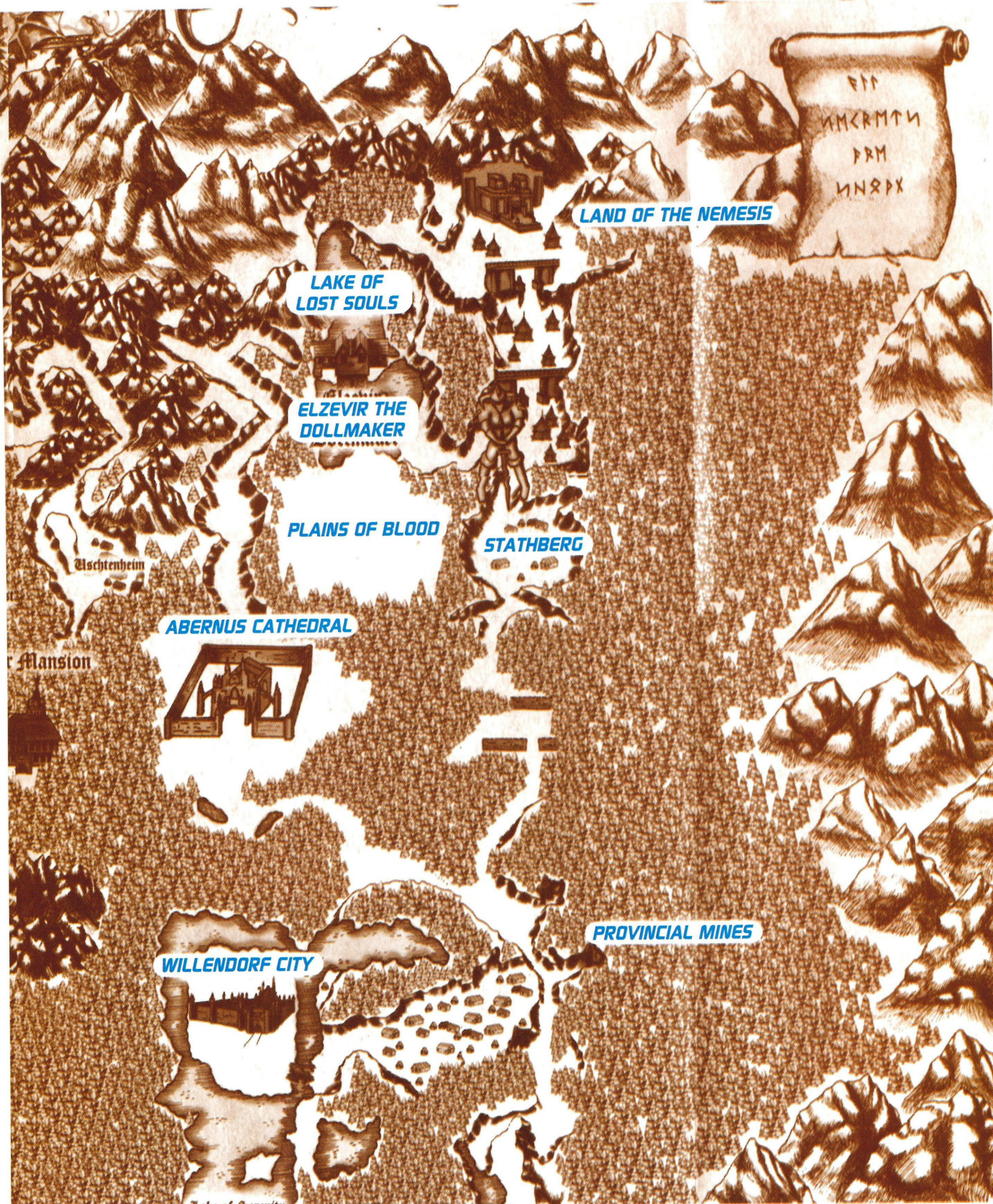
dark coloured rocks at the end of the Oracle caves, you have missed the Blood Fountain for Increased Strength 1, which is located between the Energy bolt dungeon and the city of Nachtholm in a cave off the path. After drinking from this fountain Kain can push dark rocks.

TO FIND THE SECOND BLOOD FOUNTAIN FOR INCREASED STRENGTH...

The Blood Fountain for increased Strength 2 can be found in a cave to the west of the swamp, south of the Mist Form Dungeon. This will allow Kain to move bigger rocks

FOR HELP FINDING OR COMPLETING THE MIND CONTROL DUNGEON...

The Mind Control Dungeon is in the ruins north of the Blood Gout Dungeon and south of the Flame Sword Dungeon in the swamp. Enter the dungeon and move to the northernmost part of the dungeon to pick up the Mind



Control spell icon card. From the location of the icon card, Mind Control the enemy on the raised area to the right. The switch here will unlock the door to exit the dungeon.

To solve other puzzles in this dungeon and to pick up power-ups, use mind control to take over enemies on raised



areas and use them to activate switches.

IF YOU NEED HELP IN THE FLAME SWORD DUNGEON...

The Flame Sword Dungeon is in the ruins north of the Mind Control Dungeon in the

swamp. Move Kain through the Dungeon to the big main room of the dungeon. Activate all the red lit switches, but leave the green lit switches untouched, to make stairs appear down to where the Flame Sword rests at the bottom centre of the room.

Exit this room the way you came in and then follow the path that leads out of the dungeon.

IF YOU NEED HELP IN VORADOR'S MANSION...

To find Vorador's Mansion, either activate the Vista Point just south from the Mist Form dungeon and Bat Flight to the Mansion, or move east from the Flame Sword Dungeon through the rest of the swamp and you should find it. Once in the

Mansion, at the first locked door use mind control on the knife-throwing enemy to succeed in hitting the switch across the spiked floor.

At the second locked door, where Kain finds the Chaos Armour, mind control the enemy across the ground spikes, take the teleporter and hit the wall switch found there. To cross other floor spikes, use Mist form and then use projectiles to kill Red Liches.

When Kain reaches a long corridor with a locked door, use mind control the woman on the balcony to the west and, by this, move her to the room further west to hit a switch. Kain will find the Blood Shower Spell in one room – this should be then used to kill some enemies and to open the locked door which can be found this room.

The next locked door requires Kain to Mind Control another knife-throwing enemy across some ground spikes to find a switch in the rooms to the south.

Once Kain reaches the room with the big table in it, the Vorador cut scene will play and then Kain can leave the Mansion.

Once out of the Mansion, move towards the east to find the Dark Eden Vista Marker that is there.

IF YOU NEED HELP DEFEATING DEJOUL AND BANE...

Tackle Bane first, to prevent him digging too many water pools. The easiest way to defeat Bane is to use the shield spell and also the flame sword.

Now follow Bane around, being sure to dodge the water that Bane digs up and slashes around repeatedly. Once Bane has successfully been defeated, move just south of Dejoul and use the repel spell once again to give Kain a shield, then use the energy bolts, or any projectile you have, on Dejoul.

It will take two energy bolts to destroy her. Don't give up and Kain will be victorious. Pick up

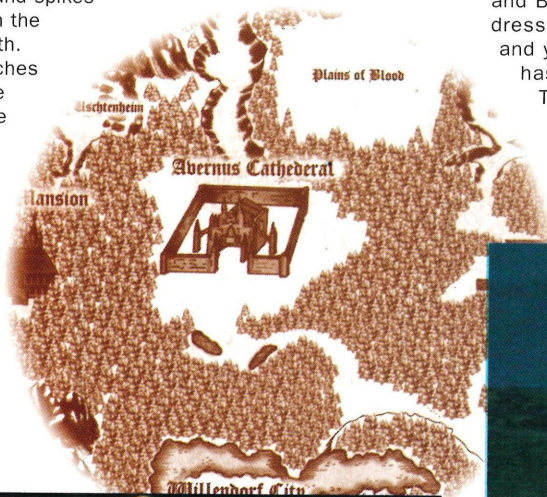


IF YOU ARE NOT SURE HOW TO GET TO AVERNUS...

Kain is told to go to Avernus, so he must fly to Dark Eden and enter the cave just to the east of where he lands. After moving through the cave, head to the east and find the Avernus Vista Marker. At this point Bat Flight to Avernus or head south to find the city. If there are stones blocking your path, go back to the swamp to find a Blood Fountain for increased Strength 2.

Dejoul's Insulating Cloak and Bane's Antler Head-dress. Use the teleport, and you'll find that Malek

has fallen to Vorador. Take Malek's Helmet and Kain will be transported to the Pillars.

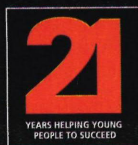


THE END...FOR NOW!

OK, so this takes you up to the search for Azimuth. You'll need to fight your way through Kain's home town, now a plague ridden cesspool, and find the Cathedral. The Cathedral exists on two planes, and you'll need to figure out how to make it through both planes at the same time. We're sure you can manage it though but if not, write in and we'll do a follow up to this wonderfully handy little guide for the second half of the game.

THERE'S
A CHARITY THAT
WANTS MORE PEOPLE
TO SUFFER
LIKE THIS.

YOU SHOULD BE AWARE THAT SONY HAVE INFLICTED THEIR NEW SAMPLER ON AN UNSUSPECTING PUBLIC.
POWER SOURCE CONTAINS: TOMB RAIDER, PORSCHE CHALLENGE, MONSTER TRUCKS 2 AND DESTRUCTION DERBY 2.
YES, YOUR THUMBS WILL HURT, YOUR BRAIN WILL HURT, BUT YOUR SOUL WILL BE PURE. ALL PROCEEDS GO TO THE PRINCE'S TRUST.



How To Survive Overblood

It's a groovy adventure kinda thing, which sees you wandering around a mysterious deserted building trying to piece together your memory. Oh, and you have to fight off hoards of mutants. Looks like you might need a hand then. Here's one, here. Grasp it and let's get to the bottom of all this nonsense

JUST TO GIVE you a bit of background, you are on level B-4F of a scientific research facility. You have awoken from your cryogenic sleep and are freezing. You have until the blue bar at the top right corner of the screen turns completely red to find a way to keep from freezing to death. So get on with it.

1. GO TO the auxiliary power generator in the centre of the room (between Cryopods three and four). Kneel in front of it and inspect it. This will turn the generator on, and the heat will rise to 0 degrees (you are still freezing though).

2. INSPECT the door with the round object attached to it (not one of the two main doors). Your character will push it forward.

3. ENTER the room beyond this door and open the case on the floor (you must kneel) in the back right corner. You will find a recording chip inside it. Take the recording chip (you use this to save your game).

4. GO TO the back left corner of the room and open the case on the floor there. You will find a vest and a computer chip in this case. As soon as you take the vest it automatically equips (your character puts it on). Equipping the vest stops your character from freezing to death. Take the computer chip also.

5. GO TO the front corner of the room where the machine-like object is. Use the computer chip here. The chip is actually the Artificial Intelligence chip of a robot and putting it in the robot body will reactivate it. Our hero dubs this cute tin fella 'Pipo', thus making him

look a lot less rugged than we'd like. Soft arsed get.

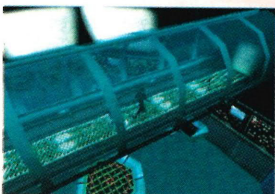
6. GO BACK to the room with the cryogenic sleep chambers. Change characters so that you are now controlling Pipo. Have Pipo interface with the computer between Cryopod's one and two. This will unlock one of the two main doors to this room and give you information about your cryo-sleep. We also discover our twee hero goes by the name of Raz. Oh dear.

7. INSPECT the door in front of Cryopod two, it's now open. You will now enter the hallway on the other side of that door.

8. USING Pipo, go to the broken section of the hallway and inspect the wreckage, you will find a security card. After finding the card, inspecting the wreckage with the male character will allow you to crawl over it and onto the raised section of the hall above. Pipo will hop up and follow you. Proceed through the door at the end of the hall.



9. YOU HAVE now entered the glass bridge over the computer control centre, proceed to the door at the other end of the bridge and enter it.



10. YOU ARE now in a 'T' shaped hallway. There are doors up the hallway to the right, left and centre, in addition to the one you entered from. Go through the centre door, straight up the hall from you.

11. YOU ARE now in a small hallway, go through the door at the end of it.

12. NOW YOU have entered the elevator room of level B-04. Use the terminal between the two round doors. This will cause the door to the right to open and a dead mutated man to fall out, landing face down on the floor. Kneel down next to the creature and inspect him. You will find a slip of paper with some numbers written on it. Go back to the 'T' shaped hallway.

13. UPON exiting the small hall after the elevator room, take a left (facing the door you just came out) and continue through the door at the end.

14. YOU ARE in a short curved hallway, continue to the end of this hallway. At the end, inspect the door and you will find a numbered keypad lock. Enter 61891 then press the large orange button on the keypad. This is the bottom code on the paper that you got from the dead creature in the elevator room. Go through the now unlocked door.

15. YOU ARE now in the main hallway to level B-04. There is a giant hole in the floor at the end of the hall opposite. Enter the door to the side of the keypad lock door you came in.

16. YOU HAVE entered the storage lab. Push the boxes so that you can reach the back left hand corner of the room. Change characters so that you

are controlling Pipo when you get there. You will find a box with a broken glass face plate hanging from the wall behind a small box. There are wires showing through the broken glass. Using Pipo, inspect the wires. This will cause Pipo to reconnect the power, which was shut off. Change characters so you are using Raz and go to the green cabinet, just to the right of the power box you just repaired. Look for the card slot on the left hand side of it and use your security card in it. This will open the cabinet's front and allow you to get the laser knife (you must inspect the open cabinet). Exit back into the main hallway.

17. PROCEED straight down the main hallway from the storage laboratory. Go through the door at the far end, to the right of the hole.

18. YOU ARE in the lounge on level B-4F. Stand in front of the floating statue that's just inside the door, and push it over. After the statue has fallen, kneel in front of the stand it was on and inspect it. You will find a green chip looking object, an anti-gravity device. Exit the lounge.



19. GO TO the large hole in the floor of the main hallway, and stand on the edge (not too close). Use the anti-gravity device you took from the statue. This will cause Raz to be able to jump the distance of

the hole and land safely on the other side. Pipa however must stay behind at this point. Go through the door on the other side of the hole.

20. YOU ARE now in the computer control centre. Go to the terminals to the right of the door (facing), and inspect them until you are shown a cut scene which gives you the sequence in which to position switches to activate a door (up, down, up). Now go to the terminals to the left of the door and inspect them until you find the switches to activate the lighting, doors and air conditioning. Push the switches until you align them in this way: Lighting off, doors on, air conditioning off. Each time you enter a wrong choice you must re-inspect the terminal to make another selection. Doing this correctly will unlock the door across from the keypad lock door and another door you haven't come to yet, in the stairway. Now go to the back of the control centre and inspect the computer bank there, you will be given information about a malfunction in the main generator and that you need to do something to turn the generator back on properly. Leave the control centre and use the anti-gravity device to jump back over the hole in the floor to rejoin your robot companion. Proceed to the now unlocked door across from the keypad lock door and enter it.



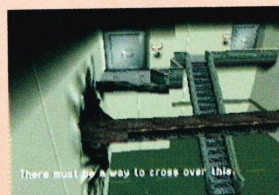
21. YOU ARE now in a long hallway. Halfway down the hall you will come to a grate in the wall, there is a humming sound coming from within. Kneel and use the laser knife in front of the grate. This will let you cut it open. Change characters so that you are controlling Pipa and enter open grate. Proceed to the back of the shaft and interface with the generator that is there. Exit the shaft. Switch control back to the male character.

22. EXIT THE hall through the

door you came into it from, and go back through the keypad lock door into the curved hallway. Proceed out of the curved hall from the door at the other end into the 'T' shaped hallway. Once in the hallway, walk straight from where you just entered from and go out through the door you come to.

23. YOU ARE now in a hall with a red emergency light flashing. Continue down this hall, turn the corner and exit through the door at the other end.

24. YOU ARE in the stairway. Go to the edge of the ledge to the left of where you entered (facing away), you will come to a broken section of railing at the end. Stand at the edge of this broken section and use the anti-gravity device once again. You will jump from the ledge to the girder to the ledge opposite where you are. Pipa will hop across after you. Enter the door you are now at (this is the other door that was unlocked by the switches in the computer control centre). Continue down the short hallway that follows until you come to a heavy rising door.



25. INSPECT the door and it will rise a bit and then fall back down. Use the anti-gravity device in front of the door, this will attach it to the underside of the door, allowing it to rise halfway. Kneel and crawl forward under the door. When you get directly under the door the anti-gravity device gives out and the door falls down on you. You catch the door with your arms and back, but it is very heavy and you are pinned. At this point the blue health bar returns and you are given control of Pipa. You must find a way to raise the door before the blue health meter runs out and Raz is crushed.

26. DIRECTLY to the left (facing) of the door are three levers on the wall, have Pipa inspect them. You can now position each of the three

levers in an up or down position. Pull levers number one and number three, so that they are in this sequence: (one) down (two) up (three) down. This is the same sequence from the computer control centre. This will raise the door enough for Raz to get out from under the door before it crashes back down.

27. YOU ARE now on a walkway above a large drop, there is an open section of railing leading to a wide girder. Walk onto the girder and start towards the other end of it. Halfway across the girder Pipa becomes frightened and runs to the end of it. As Raz is asking him what's wrong, the whole complex begins to shake violently. Soon the girder starts to break off in sections. Your blue health meter returns and you have to run to the end of the girder before the sections that are breaking off catch up to you and you fall. When you reach the platform at the end of the girder, look at the back right side and you will see a large white pipe not too much lower than the platform. Walk off the platform above this pipe and you will drop down onto it. Proceed down the pipe towards the dark opening, and enter it.

28. YOU ARE now on the pipe heading towards the main generator. As soon as you come out of the tunnel into the generator room you notice the controls for the generator. Jump down onto the section of the generator to your right, from there hop across the gaps in the sections until you come to the section underneath the controls. Walk to the back edge of this section (carefully, you can fall off the back too) and jump up. Your character will pull himself up onto the small catwalk with the controls. Inspect the controls to turn the generator on. Doing this causes the sections of the generator to rotate. Jump back down onto the sections and proceed to the right (facing the centre of the room). Hop across the sections until you come to where Pipa is on a catwalk above you. Jump up there to rejoin Pipa. Exit through the door at the back of the catwalk.

29. YOU ARE now in a dark

carpeted hallway, go through it to the door at the other end and exit. This takes you back to the hall where you cut the grate open. Go through this hall and the next few halls to return to the elevator room.

30. WHEN you get to the elevator room a cut scene will run, showing your male character noticing some kind of infection on his arm, and connecting it to the mutated creature on the floor. They then get in the elevator and proceed to level B-3F.

31. WHEN the elevator stops you are in the B-3F elevator room. Exit through the door in front of you.

32. YOU ARE now in a long hallway with a door at the other end. There is a control box on the wall to your right. Change characters so that you are controlling Pipa and have him interface with the control box. This will raise the door at the end of the hallway. As soon as the door raises the control is switched to Raz. Have Raz walk through the door, the control then switches back to Pipa as the door shuts. Have Pipa press the control box again, this will raise the door again. After the door raises the second time the control switches once again to Raz, switch quickly to Pipa and run through the slowly closing door.

33. YOU ARE now in another 'T' shaped hallway. There are doors up the hall to the right and left. Go through the door up the hall to the right.

34. YOU ARE now in an 'S' shaped hall, there are dead bodies on the floor. A cut scene of you finding the bodies is shown. There is a valve on the wall near the first body, ignore it for now. Towards the end of the cut scene you hear a woman scream, you are then given back control of your characters. Proceed to the other end of the hall. Towards the third body a mutated creature will jump down from the ceiling and attack you. The fight between your characters and the creature plays out in a cut scene. Raz is knocked backwards down the hall and your robot jumps at the creature, grabbing it by the neck. The creature proves too strong for the little robot and he is

smashed against a wall. Raz gets back to his feet and pulls out the laser knife, stabbing the creature in the chest. The creature screams and falls backwards dead. Get some hankies ready, kids. Raz goes to help Pipo, but it's too late, he's 'dying'. With a few long blinks, the light in his eye goes out. There then follows an achingly poignant moment that should make you piss your pants, such is the unintentional humour of the scene. Raz takes the memory chip out of Pipo's body (the one you used to activate him). You are then given back control. When you inspect the door at the end of the hallway you find that it is locked. Go back out of this hall by the door you came in and proceed to the door down the 'T' shaped hall in front of you. Go through this door.

35. YOU ARE now in the chemical storage area. There is an open air vent on the wall to your right (ignore everything else here for now). Stand under the vent and jump, this will cause your character to climb into the air vent. Proceed through the air vent to the other end of it. There are twists and turns, but no break offs in the passage. At one point you will have to jump down a hole into a lower section of the vent in order to proceed. Remember to crouch again after doing this or you won't be able to fit into the shaft below. Before the final turn in the shaft you will hear a woman scream again. Turn the final corner and proceed to the light at the end of the shaft, this will cause you to jump into the room below.

36. WHEN you land in the room, you will see another mutated creature is terrorising a woman. The blue health bar now reappears and you must fight, hand to hand with the creature. After you defeat the creature, kneel and inspect the woman. This will cause her to regain consciousness. She has a sample tube that will now be added to your inventory. Look on the shelf next to the fire extinguisher (on the floor) to find a silver key. Go to the back of the room and look on the desk to find a detonator device. Exit the room by the door (it unlocks when you inspect it). Proceed back

through the 'S' and 'T' shaped hallways to re-enter the chemical storage area.

37. WHEN you are back in the chemical storage area, have both characters stand on the lift. It will then lower them to the bottom section of this room. Go to the back left hand side of this section and use the silver key on the grey box on top of the other two grey boxes. It will unlock and open. Take the chemical explosives that are inside (red tube). Now, kneel in front of the crate with the brown tarp covering it (just to the left of the boxes with the explosives) and inspect it. You will find a can of oil there. Next, kneel in front of the crate with the white tarp covering it (behind the large glass container), and inspect that. You will find a first aid spray. After that, walk to the device to the right of the lift and inspect it. This will cause the lift to rise. Go to the hydraulics that are now exposed under the lift and use the oil on them. This will make the lift ride smoother (so as not to jostle the chemical explosives – that would be bad). Go back to the lift control device and lower the lift. Move both your characters onto the lift and ride back to the upper section of the room, then exit through the door on the wall with the air vent.

38. YOU ARE now in the underground subway. Jump down onto the empty tracks on one side of the platform and proceed down them towards the crashed subway car. There will be a hole in the wall above the ledge to your right. Place the detonator device on the ground under this hole. Now place the chemical explosives into the detonator. At this point your blue health meter makes another appearance and you now have nine seconds to get back up onto the platform at the beginning of the tracks before the blast occurs (press Inspect at the platform to jump up onto it). After the explosion, go back down to where the blast occurred and inspect the hole you created, this will allow you to jump up onto the divider between the two sections of track. Jump down onto the tracks on the other side. You are now in front of the parked

subway car that was at the platform. Walk down the tracks away from the car. When you reach a certain point in the tracks, the car's brakes let go and the car comes rushing towards you. At this point (very quickly) hit the Inspect button to make your characters dive onto the tracks so that the car passes over them and crashes into the wall at the far end of the tracks. The back door of the car opens upon impact. Have your characters enter the car by this door. There is a box on the right hand wall of the car, inspect it to find a gun and the red security card. Exit the car through the front and climb onto the platform that is there. Enter the door that is on this platform.

39. YOU ARE now in the computer room for the air vents. If Raz uses the computer here, you will see a map of these three things, Central ventilation, Freight transportation and the Chemical storage area. Use the red security card on the door opposite the one you entered this room from to unlock it, then exit through it.

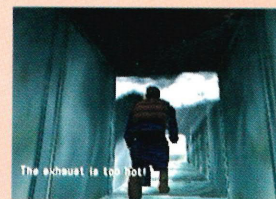
40. YOU ARE now in a 'Y' shaped hallway. Proceed to the door to the left (the one to the right is locked) and enter it.

41. YOU ARE now in a room with a grated floor, large banks of lights to one side and a large window to the other.

Attempt to open the door at the back of the room. This will trigger a cut scene in which your characters decide to split up to see what's in the room on the other side of the window. After the cut scene you regain control of your characters, but Milly no longer follows Raz automatically.

42. USING just Raz, leave this room and go back to the air vent in the computer room. Stand under it and jump, this will let him crawl into the vent. Crawl to the blocked passage to the left (after the passage splits) and inspect the door blocking your way. This will cause the door right before where the shaft splits to close, you are now trapped in the air vent. Switch control to Milly and have her go to the computer room. Have her use the computer, this will bring up the maps of the vents. You will now have the ability to open the closed doors inside the air

vents. Use the D-pad to choose a door to try and press 'O' to open. It will randomly open a door or more. Try different doors until you have opened the three lowest doors on the ventilation map (all but the one that closed when you inspected the first door in the shaft). Press 'X' to exit the computer and switch control back to Raz. Continue down the now open shaft until you come to a bright light, this is the end of the shaft. Go towards the light and he will jump into the room below the vent's exit. (*Note: If you come to a jet of steam that you cannot pass proceed to step 42B, otherwise, continue to step 43.)



42B. THIS happened because you turned the red valve in the 'S' shaped hallway where Pipo died. You need to switch control to Milly and then use the computer again, it will alert you that there is trouble in the vent. Go back to the 'S' shaped hall and turn the valve again, this will shut the jet of steam off. Switch control back to Raz, you should now be able to proceed as noted above.

43. YOU ARE now in a room with two giant fans, one blowing towards you from the front of the room and the other sucking you backwards from the rear of the room. Immediately kneel and crawl forward to the front of the room. Kneeling puts you under the air current. Go to the control panel in front of the giant blowing fan, and inspect it. This will turn the two fans in this room off and also one other fan in the floor of a room between two sections of air vents to the right when the shaft splits. Go back to the ladder that you jumped down when you entered the room and inspect it, you will climb back up into the air vents. Go back through the air vents until you reach the other exit (you will have to stand and jump up at one point to proceed to a

higher section of the vents).[†] There will be a giant fan in the floor here, you shut it off when you shut down the others, walk over it and inspect the vent on the other side of it to proceed down the shaft. Jump down out of the vent and into the room below.

44. YOU ARE now in the research lab. Kneel in front of the red tank and you will find a first aid spray. Use the DNA sample from your inventory in the sample device on the end of the desk in front of the large window. You will learn about the DNA strain they are developing and a long cut scene will follow in which your characters are attacked by another mutated creature. Raz breaks the window and jumps through to help Milly defend herself from the creature. Raz is hurt in the fight and Milly drags him through the back door of the room with the large bank of lights after the computer unlocks the door.



45. THAT DOOR leads to an atrium filled with trees. After the cut scene is complete, Raz regains consciousness. Push the red button on the light coloured steel panel (it says 'Warning' in the top corner). This will drain the small pool of water in the centre of the atrium. Inspect the machinery on the wall to the left of the doorway (facing). You will find a clip of bullets. Climb down the ladder in the hole in the now empty pool.

46. YOU ARE now in a hallway, knee high filled with water. Walk to the opposite end of the hall and kneel and inspect the broken grate there. You will crawl under it into the next room.

47. YOU ARE in a room with a broken water pipe. Go to the valve behind the outpouring of water and attempt to turn it. You will find out that it is stuck. Use your oil can on the valve. After using the oil try and turn the valve again, this time it will turn, raising the door in the rear of the room.

Go through the door.

48. NOW YOU'RE in a long hallway that bends at a corner. After the bend, halfway to the end of the hall you hear a rumbling. Lawks! A flood of sewage and muck rushes towards you! As soon as you regain control of your characters, jump. This will cause your characters to grab onto an open grate above them and pull themselves up out of harms way. Phew.

49. THEY PULL themselves up into a short hallway. As you approach the door out of this hall, another mutated creature jumps from the ceiling. As Raz you must fight the creature. After defeating the creature, go through the door and exit this hall.

50. YOU HAVE now entered the elevator room for this level. Use the elevator controls, this will start a cut scene of your characters entering the elevator. Then another cut scene shows what happens to them on their ride to level B-2F.

51. EXIT THE elevator room and you will now be in an intersection type hallway. There are lasers going across the hallway blocking your way past in that direction. The lasers can be shut off by going to the control box next to them and entering the number 91861 (the first code from the paper you got off the creature from the first level). Turning around, the hall to the right of the elevator room door (facing) goes to an unlocked door (remember the sound of rushing water in this hall).

52. GOING through this door brings you to a lounge with a computer. If you look out the window in this room you will see an underground cave. If you kneel in front of one of the coffee tables you will find another clip of bullets. Exit this room through the door you came in.

53. GO BACK to the door after where the lasers were and enter it.

54. YOU ARE now on a short bridge. The bridge has been destroyed, there is a broken section in the middle of it. While using Raz, run and jump over the gap in the bridge. He will start to fall, but he'll grab the other edge and pull himself up. Leaving Milly to stay

on the other side, go through the door on your side of the bridge.

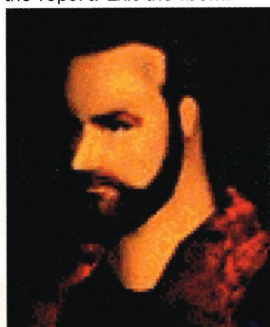
55. YOU ARE now in the hallways of the personnel quarters. A mutated creature will attack you here. After defeating the creature, go down the right-hand hallway and enter the first door (room R38-2).

56. IN THIS room you will find a laptop computer and view the report on it. In this report you learn of the cloning project going on at this facility. After the report ends, kneel and grab the metal rods in the middle of the floor. Next go to the grey dresser and kneel and inspect it to find the stun gun. Exit the room.

57. GO INTO the room across the hallway, this is room R38-6. Kneel in front of the bed to find another clip of bullets. Exit this room.

58. GO DOWN the hall a bit further and enter room R38-5. Pick up the metal grating on the floor in the back of this room. Exit this room.

59. RETURN to the broken bridge and lay the two metal rods across the gap. Next, lay the grating on top of the metal rods. You have made a small bridge so Milly may now cross the gap. A cut scene follows in which your characters go back to room R38-2 and talk about the report. Exit the room.



60. GO TO the kitchen (room at the end of the hall, opposite the door to the broken bridge), and check the strawberry dispenser on the left side of the room a few times. You will find a first aid spray. Exit the kitchen.

61. GO BACK to room R38-5 and jump down the hole in the back of the room, behind where you found the grating.

62. YOU ARE now in a dark set of tunnels. Through exploring these tunnels, you find that there are two open grates in

the ceilings (other than the one you jumped down), one sealed vent on a wall and a broken section of floor with a large pipe sticking out of it. Go to the open grate in the ceiling directly down the tunnel from where you entered. Stand directly underneath it and jump, this will allow you to pull yourself up into the room above.

63. YOU ARE now in room R38-1. There is a steel box on a wooden shelf. Use the stun gun to open it, then get the laser cutter from the box. You can unlock the door to this room from inside it. Go back into the tunnels.

64. JUMP up the other open grate in the tunnels (not the two you've used). You will now be in room R38-7. Go through the door (not to the hallway) into the smaller room connected to it and inspect the laptop computer in the back a few times. This will allow you to get the computer CD-Rom. Exit these two connected rooms from the front door of room R38-7 into the hallway.

65. GO BACK to the hallway with the elevator room door and go into the hall to the right (towards the lounge). You will hear rushing water from this hall. Kneel and inspect the grated floor, you will see that there is a card underneath it. Use the laser cutter on the grated floor while still kneeling and you will cut a section of the floor away.

66. JUMP down the hole, then kneel and retrieve the yellow key card. In this underground cavern, there is a clip on the rock to the right of the water. Kneel and inspect the rock to find it. Jump back up the hole you cut in the floor to exit this cavern.

67. START towards the hallway across from where you just cut the grating. As soon as you get to the intersection, Raz will mutate into a demonic creature not unlike Eamonn Holmes. A cut scene follows that shows Milly run to the end of the hall, use the yellow key card to unlock the door and enter the next room. The now mutated Raz will follow her, but she uses the stun gun to render him unconscious. She then brings him into med lab and heals him. At this point you will regain

control of your characters.

68. LEAVE med lab and go into the operating room (through the automatic sliding door). Look on the basin to find the crowbar. Exit the operating room into the hallway near the elevator.

69. GO BACK into the tunnels under the private quarters.

70. USE THE crowbar on the vent that was on the side wall of one of the tunnels. This will remove the vent and allow you to enter the hole.

71. YOU ARE now on the girders that were below the broken bridge. Walk forward and take your first right, continue down that girder, take your next right (you have made a large U-Turn). Continue to the end of this girder and enter the hole in the wall at the end of it.



72. YOU ARE now in room R38-3, enter the door on the side of this room.

73. IN THIS next room, push the cabinet to the left, so that it falls into the hole in the other doorway. Walk across the top of the cabinet (now level with the floor) and enter the door you can now reach.

74. YOU ARE now in a control room. Kneel in front of the machine to the right of the door(facing) to find a clip of bullets. Kneel in front of the panel at the back right corner of the room to find a first aid spray. Walk up the steps to the main computer and use the CD-Rom at the centre of it. A cut scene will follow. Leave the control room and go back to the locked door at the end of the hallway, next to room R38-5.

75. INSPECT the door and you will now find it unlocked. Enter the door.

76. YOU ARE now in the suit hanger. Check the suits, the

one near the box on the wall has a clip of bullets inside it. Go through the door with the round windows at the back of the room.

77. YOU HAVE now entered a cavernous tunnel. Inspect the machine in this tunnel and you will find a clip of bullets. Continue to the end of the tunnel and step into the darkness.



78. YOU ARE now at the skimmer launching area. Walk onto the platform near where you entered and inspect the water skimmer there (number 03). Doing this will allow you to find and remove the dead battery. Go back across to the tunnel and exit this area by the door to the rear.

79. YOU HAVE entered the skimmer storage area. As soon as you enter this area, you are attacked by another creature. After defeating it, check water skimmer number 01 by kneeling behind it and inspecting. You will find the live battery here. Exit by the door you entered.

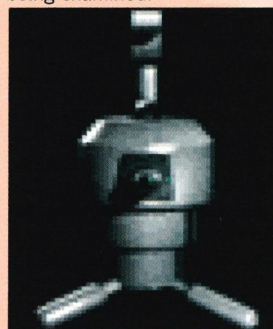
80. GO BACK onto the platform where skimmer number 03 is, and use the live battery (lighter) on it, this will put the battery in the skimmer. You are then given another cut scene of your characters escaping into the water on the skimmer.

81. YOU ARE now riding the skimmer, and have control of it. You can move left or right, pushing up will allow you to go forward, while pulling down will slow you down and pull you back into the foreground. There are rocks sticking out of the water at numerous places. The object of this section of the game is to steer the skimmer through the rocky water for a set distance. Your blue health bar appears at this point, and for every rock you hit, you lose a portion of the health bar. After you navigate the rocks for a while, you get a

cut scene of your characters crash landing the skimmer.

82. YOU ARE now at the skimmer landing pad. Exit through the door to the next room.

83. YOU ARE now on a walkway above some giant cables. As soon as you enter this walkway, you are attacked by another creature. After defeating him, continue down the hallway and round the corner to get to the elevator door. Inspect the door. This will trigger a cut scene in which the creature you fought when you entered the walkway, comes back and grabs Milly. As you're about to help her, the elevator door opens behind you and you are clubbed into unconsciousness. When you come to, you are alone. Enter the elevator and ride up to level B-1F. As you ride the elevator, you are given another cut scene in which Milly is restrained and seems to be being examined.



84. WHEN YOU arrive at level B-1F, proceed down the hall in front of you to the door in the dome shaped section (you may have to kneel to enter the door area the first time you come to it). Enter the door.

85. YOU ARE now in a large cryogenic chamber. Proceed to the exit at the other side of this room and enter it.

86. YOU HAVE come to another hallway. Enter the door to the left side.

87. YOU HAVE entered the briefing room from the cut scenes. Inspect the man hunched over at the left hand wall twice and you will find a clip of bullets. There is also a first aid spray under the table. Inspect the man lying dead on the floor to get the ID passcard (the picture on it looks like you). Go back out

into the hallway.

88. GO TO the door at the end of the hallway. Show the red robots guarding the door the ID passcard that you took off the dead man in the briefing room, they will move and let you pass. Enter the door there.

89. YOU HAVE now entered the room Milly is being held in. You confront the man responsible and, in a cut scene, you learn you are a clone. The scientist then mutates and you take control of your male character to fight him (don't forget to equip the gun). Switch to first person view for best shooting results, and switch to a long range view to locate the monster, should it leap away. After defeating the scientist, inspect the computer in the back of the room. After inspecting the computer, use Pipo's memory chip from your inventory on it. Doing this will let Pipo infiltrate the system and destroy the facility. He will also unlock the door to the right so you can exit. A timer will start to count down, letting you know how long until the blast that will destroy the facility. Exit through the door Pipo unlocked for you.

90. YOU ARE now in a freight elevator going up. An old friend shows up to shake up your ride. At the top you exit the elevator.

91. YOU ARE now in the hangar bay. There is an aircraft there. Go to the left side of the aircraft's cockpit and inspect it. At this point the mutated scientist makes another appearance. You must fight him once again, but after defeating him this time he will get back to his feet and come at you again. Lure him to the rear of the aircraft, Milly has got into the cockpit and wants you to lead him there. When you get him behind the aircraft, Milly turns on the engine and the mutated scientist is engulfed in flames from the aircraft's exhaust where he is killed.

92. SIT BACK and gaze in awe at the grand finale, spiritually fulfilled by a job well done. Have a Biscuit Boost to celebrate. Now try doing it again without cheating, you lazy wuss.

A complete guide to... Discworld

You've been absolutely gagging for it for months and now we're going to give it to you! What are we on about? Why, a complete guide to Discworld of course! The PlayStation incarnation of Terry Pratchett's weird and wonderful world is without a doubt the single most difficult adventure around and, with the sequel just around the corner, it'd be nice if you could finally lay the ghost of the two year old original to rest wouldn't you say? Well now you can, although there's still a fair bit of hard work involved...



ACT I

As soon as Rincewind awakes, open the wardrobe in the room and take the pouch. Now go to the Arch Chancellor's room and talk to him. When he's finished waffling on, visit the closet (near the main door), and search in the darkness until you find a broom. Go back to Rincewind's room and use the broom to prod the luggage and wake it up. Head on down to the library, open the luggage and give the banana to the librarian (that's the orang-utan sitting behind the desk believe it or not).

He'll give you the book on dragons that the Arch Chancellor asked you for, and obviously your next task is to return it to him. Ungrateful sod that he is he won't thank you, he'll just send you off on another quest, this time to find five objects: Dragon's breath, a staff, an imp, a frying pan and a hair roller, all of which must be discovered to build the Dragon Detector necessary to rid the citizens of Ankh Morpork of the big, red,



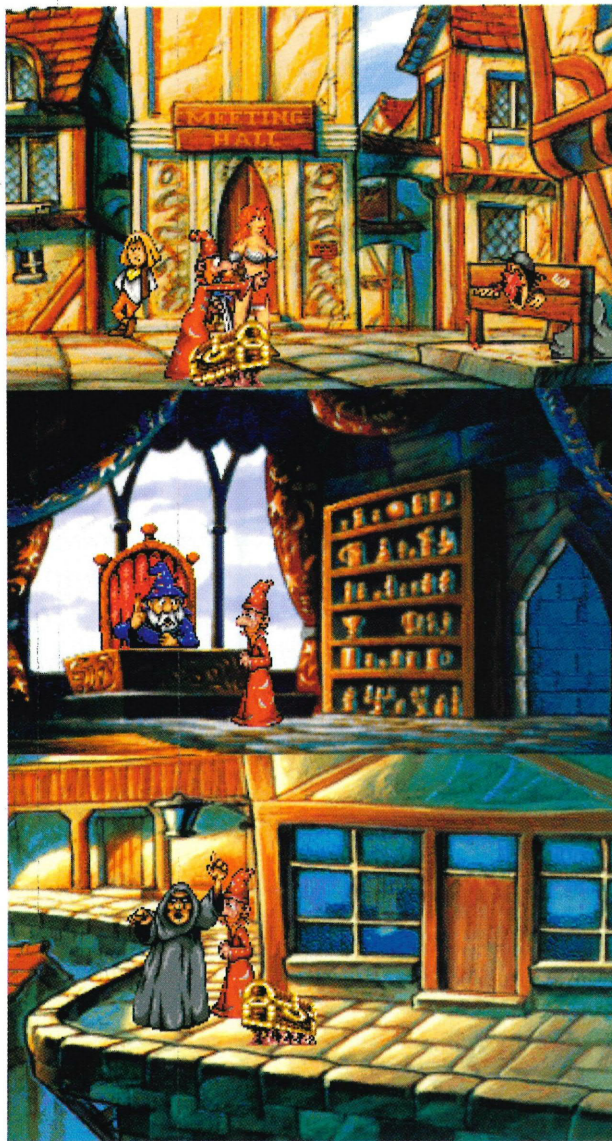
fire-breathing menace.

First up we'll deal with the staff because that's the easiest! All you need to do is go to the dining room and swap the broom for Windle Poons' staff (use the broom on the staff when he rests it on the

ground). Sorted. For the other items though you need to get out of the University, not easy because the gates are magically locked! Leave the University building and talk to the apprentice wizard sat by the pond. After the animated sequence,

get the frog and open the previously locked University door by double clicking on it.

You will now be presented with a splendid little map of Ankh Morpork, which you can use to travel from one side of the city to the other in



double-quick time.

First visit the town square (check out the map on page 88 if you can't find it, or indeed any of the other locations mentioned. Some of them are virtually unnoticeable to the human eye and are found, more often than not, by luck). Pick up a tomato and throw it at the tax collector in the stocks. Pick up another tomato from the stall and search the floor for the worm that falls out.

Talk to the street urchin to learn the art of pick-pocketing and then practice your new-found skill on the old timers to receive some bloomers! Go to the Psychiatrist (that's the door on the street you're on), sit down, get up, leave and then re-enter. The big bloke should have shifted seats and you'll be able to get the butterfly net behind him.

Leave and go back to the map. Find the street and click on it to go there. Enter the toy shop and take a toy and some string, then use the string on the worm. Go to the fishmonger and get the picture from his doorway, then go to the

barber's and look at the hair roller (remember, it's on the Arch Chancellor's list), before talking to the woman twice. Now talk to the barber and when he's daydreaming use the pickpocket (it should be in Rincewind's inventory), to get the hair roller from his pocket. (If you move the cursor down his body you should see that it changes from Barber to Pocket, and this is where you should use the pick-pocket. It sounds obvious but it had us stumped for ages!)

Make your way to the Livery Stable and get the corn from the sack on the floor. Now you should head for the palace and talk to the guards. You'll stir them up to have an argument, then a fight over whether one of their wives is fat or not, and this will allow you safe passage past them.

Head to the bathroom, ignoring the queue for now, and once inside, take the mirror (this will be used to get the dragon's breath for the Chancellor, but we'll come to that later). Now go to the alley, take the mirror from the luggage and put it into Rincewind's inventory. Stand on

the glowing flagstone to catapult yourself on to the roof. Up on the roof look in the background for the tower and click on it to go there.

Use the mirror on the tip of the flagpole and then use the mirror again to adjust it. The dragon will take a closer look and breath on it (giving you dragon's breath! Clever eh?), causing it to fall, but don't worry, the luggage will race round and catch it before it smashes.

Okay, so we've got dragon's breath, a hair roller and a staff; that just leaves the frying pan and the imp. Seeing as we're in the alley we may as well do the imp. Leave the tower and go to the roof again. Move left until you see a ladder bridging the gap between two roofs. Click on the ladder and it will drop into the luggage. To get down, use the window found on the side of the house in the middle of the screen.

Walk further down the alley to the right, but make sure you don't linger on the glowing flagstone for too long. You will now see a door to the alchemist's which you should enter. Look at the box and push the cable release to reveal an imp.

Put the corn in the flask in the shop and wait for all hell to break loose (pop corn everywhere). Click on the imp and try to grab him. He escapes and goes into the mouse hole in the alley. Use the worm on the string with the hole to lure him out, then grab the wriggly little beggar!

That just leaves the frying pan. Go to the Broken Drum and talk to the scared guy at the table by the bar, then chat to the barman. Take the tankard and the matches and return to the Unseen University.

Go round the back to the right and take the fertiliser, put the butterfly net in Rincewind's inventory and use the ladder on the window. Then use the net to catch the pancake. This gets rid of the cook and allows you to nip into the kitchen without him interfering. Go to the closet and use the matches on the strange shape on the wall. Then take the packet on the shelf on the right.

Now go to the kitchen and take the banana and the frying pan (giving you all five items!), but before you go rushing off to the Chancellor, go to the library. Walk to the right and look at the sleazy guy, but more importantly look at the banana tucked away behind his ear. Ask him

about it and then go to the Arch Chancellor. Give him all the objects and in return he'll make the Dragon Detecting device which you should grab at the earliest opportunity. When you've got it head for the city.

When the map appears, move down and to the left until eventually you discover the dragon's lair (the detector will beep more quickly the closer you get to the hideaway). After a lengthy cut-scene you'll have finished Act II!

ACT II

Go back to the barn and take the screwdriver. Head for the library, seek out the sleazy guy and give him the treasure to get the gold banana. Go to the inn and take the sheet off the bed and the bubble bath from the bathroom. Back at the University, get the bin which lies behind the building then get the corn flour from the kitchen.

Now go to the library again and give the librarian the gold banana, in return for which he'll open up L-Space. Go through and wait until a thief appears and takes a book. Later on you'll have the opportunity to take this book, but don't bother now. If you take it you won't be able to pass through L-Space. Push the book to open the bookcase and leave, going back to the city map, which is now shrouded in darkness.

Follow the thief to the hide-out. At the secret den, click on the left drain pipe to adjust it (you'll need to use it later to listen in on a conversation to get a password. You won't understand it now, but all will become clear if you just bear with it!). Go to the inn, head for the bedroom and use the sheet on Rincewind. Click on the jewellery and watch as he ends up with a hammer.

Now go to the park and use the frog on the drunk. Then use the net to catch the pretty butterfly. In the street, open the dunny door and read the graffiti on the wall.

Go to the street corner and use the butterfly on the lamp, then get the pot that's sitting on the window ledge. Now go to the Broken Drum and look at the picture on the wall behind the little guy. Use his glass when he turns to start a fight, and outside use the ladder with



the drum sign to get a drum stick.

Return to the library and go back to the drum via the miracle of L-Space. Talk to the scared guy again for some handy information about the hammer and then look at the drinks and the barman for a drink in order to get a glass.

Go back to the street and get the robe near the dunny, then get the hogfather doll from the toy shop. Go back through L-Space, let the thief steal the book once again, then run to the hideout before he returns.

When he arrives, use the glass on the right hand drain pipe to listen for the password. Use the robe on Rincewind and then watch the secret summoning session. Go back to the inn and do the same as before with the sheet – this time though you'll get the gate pass allowing you to actually leave the boundaries of Ankh Morpork.

Go through L-Space (remember L-space? It's in the library. Go through the white door!) then head for the dining room. Use the drumstick on the gong (to get everyone rushing to the dining room because they think it's time for dinner) and get the prunes from the bench outside the University which has now been vacated by the irksome apprentice.

Leave the University and go to the Square. Enter the Psychotrickerist's again and talk to the troll. When the old biddy behind the desk informs you it's your turn, you'll head off up the stairs to finally meet the Psychotrickerist himself. Watch the lengthy cut scene and then take the ink blots he shows you before leaving.

Go in again and talk to the delightful maid to get a note and leave again. Take a doughnut from Dibbler and give it to the Dunnyman. Then go and talk to the Street Starfish who is, bizarrely enough, in the

street but, even more bizarrely, is not a starfish or indeed even remotely fish-like in any way.

Head off to the street and give the barber the note that you got from the maid. When he goes all starry-eyed and runs off, use the apparatus on the hapless and unsuspecting patient in the chair to extract his gold tooth. Go to the city gate then open the crate to get a keg and some fireworks. Give Carrot the Guard the gate pass and you will then be free to roam outside the confines of Ankh Morpork.

Do so and head towards the

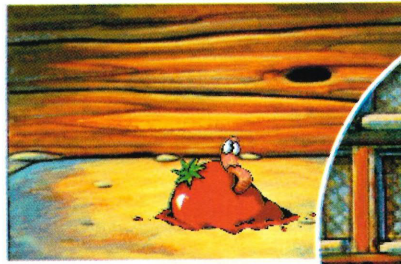
Dark Woods. Along the way collect the Cockatrice feather and egg (following the cut scene at the top of the mountain) and continue on walking until you come

to Nanny Ogg's house (she of the famous song 'A Wizard's Staff has a Knob at the End' for fans of the books). Go inside and fill the pot you collected earlier with custard from the cauldron which is bubbling away over the fire.

Leave the cottage and head towards the Edge of the World. When you arrive, the first thing you should do is click on the coconut tree and use the butterfly net to skilfully catch the succulent fruit that falls to earth as a result of your actions. All that lovely milk and er... coconut that is trapped inside is just too much for Rincewind to bear, and the next thing you should do is use the screwdriver you got in the dragon's cave to prise it open.

From the Edge of the World you can also take the lamp. Leave this unpleasant location and head back to the more familiar surroundings of Ankh Morpork. Go and see the Fishmonger again (on the street in case you've forgotten) and use the string to capture the octopus.

Put the eight-legged beast and the custard into the Dunny can and then exchange the prunes for the fishmonger's Caviar. This leads to obvious lavatorial consequences and allows you to relieve him of his belt buckle while his trousers are embarrassingly around his



ankles.

After your sides have stopped aching from laughing at this 'hilarious' example of toilet humour, go to the Palace.

Use an inkblot on the guard so that he will let you enter. Talk to the peasant and then use the garbage can with the oh-so annoying fool. (He's possibly the funniest character in the whole game. If there's one part worth sitting through the ridiculous amounts of dialogue included in Discworld it's probably when Jon Pertwee's excellent court jester persona is involved.)

Use the bubble bath with the bath (surprisingly enough) then get the cap with the gold bell on it. Once more you should head back to the Unseen University, go into the library and enter L-Space.

Leave the University and venture into the Shades! Go right until you find a house and go into it. It soon becomes obvious that this is a house of ill repute, a place where the ladies of the night are often to be found. Talk to Big Sal (you must have read the graffiti by the Dunny) and ask for her special (Wahey!). Give her the egg, the coconut and cornflower to get some yellow bloomers. Go back through L-Space once again.

You should now endeavour to get the chimney sweep's gold handled chimney brush. Head

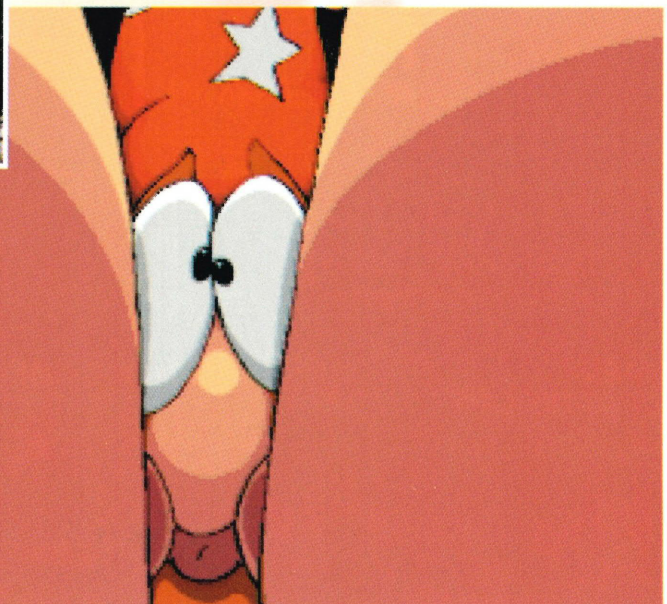
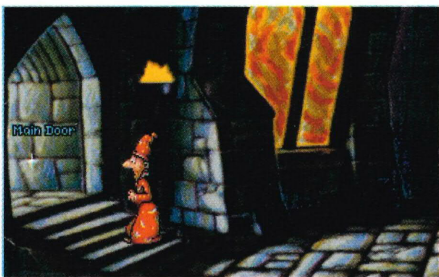


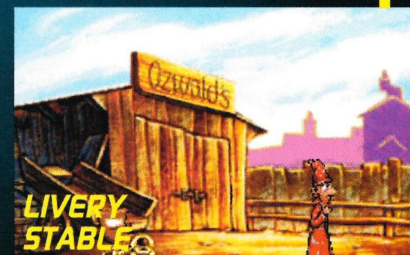
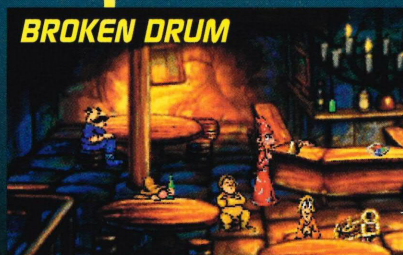
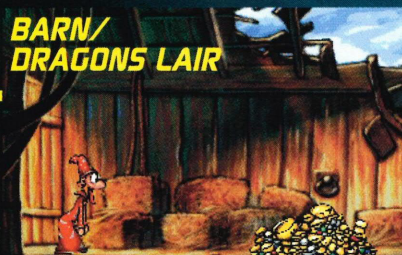
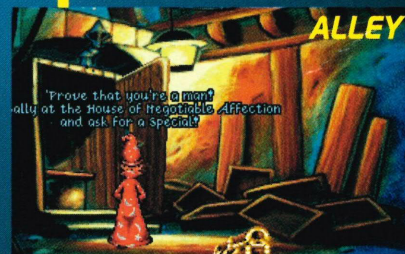
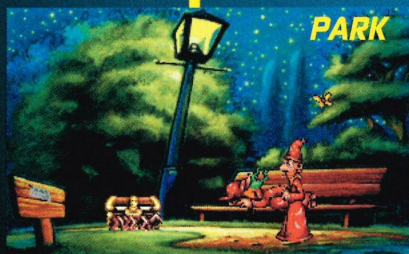
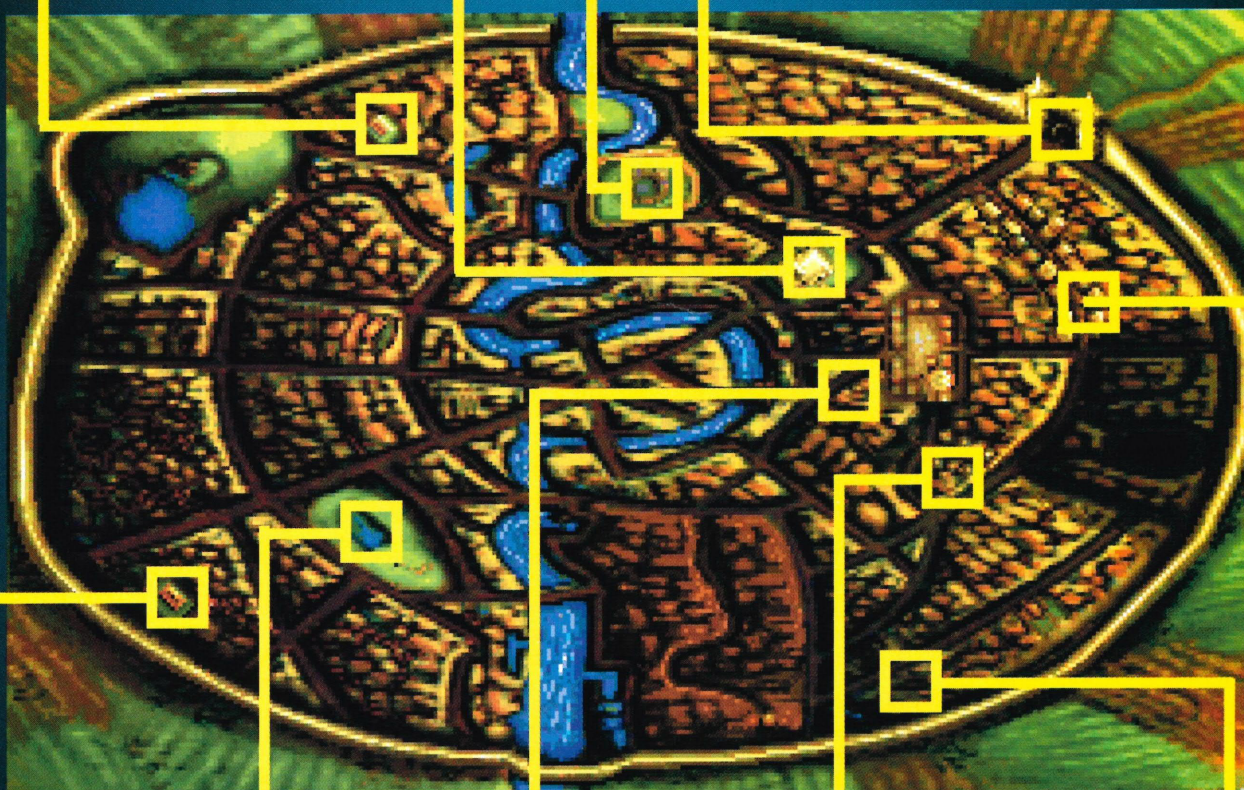
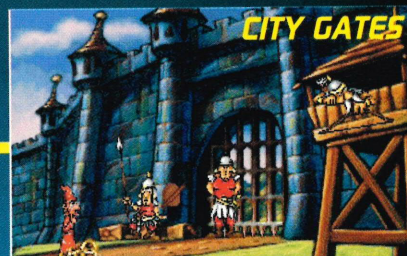
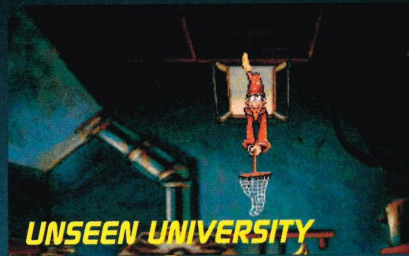
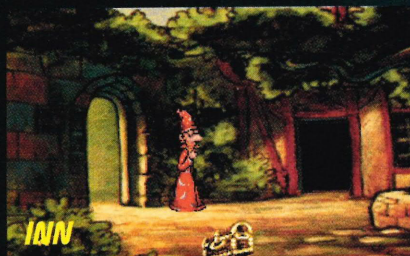
of to the street and go into the toy shop. Get the Hog Father's doll (if you've not already done so) and go to the city gates. Once you arrive there make sure you've got the gun powder and fire crackers from the crate, then leave the city gates.

The alley is your next destination. Once you're there take the Hog Father doll and put it in your personal inventory. Stand on the exploding paving stone so that you are blown up to the roof and examine the chimney pots to your right. Stuff the Hog Father doll down the nearest one causing the alchemist's shop to flood with smoke and the alchemist to flee the premises.

Go through the rooftop window back down to the alley and go into the alchemist's shop. It'll be a bit smoky and difficult to see, but you should still be able to fumble your way through quite easily. Place the barrel of gunpowder in the fireplace (on the far left of the screen), then use the ball of string with the barrel to create a fuse.

Leave the house and look at the bottom of the drainpipe at the right of the screen. You'll see the end of the fuse stick-





ing out. Use the matches you got from the bar of the Broken Drum, light the fuse and stand well back. There will be a massive explosion which blows the sweep off the roof. He'll crash down to the floor, along with his brush which falls neatly into the luggage. Mission accomplished.

Your next task is to get the stonemason's trowel. Talk to the street urchin in the square and watch his bizarre dance/handshake. When you ask him about it he denies all knowledge and refuses to talk to you until you've proved you are a real man, a feat which can be accomplished with the aid of Big Sal.

Go back to the 'house of ill repute' in the Shades and give Big Sal the bag of corn flour, the egg from the mountain and the coconut from the edge of the world (remember to use the screwdriver on it first). Sal then goes off to make one of her specials and to cut a long cut scene short you end up whipping off her bloomers (more than enough proof of your manhood).

Go back to the square and give the bloomers to the urchin. He teaches you the handshake and tells you to go and practise on the old timers. This leads to another cut scene which ends with you whipping someone else's underwear off (can you see a pattern developing here?). Head back to the Shades. Find the stonemason (smack in the middle of the Shades, painting a mural), and use your new handshake skill on him. This results in him swapping the bloomers for his golden trowel.

You now have to go after the thief's Golden Skeleton Key. It's in his hovel in the Shades, but he's asleep inside and wakes up all too easily. What you need to do is use the bra you got off the old timer with the ladder.

Bridge the gap to the hovel with the cushioned ladder and climb across. The key is on the thief's belt, but when you try and take it he just rolls over making it inaccessible. Tickle his feet with the feather and



he'll roll back over allowing you to take the key with ease. Leave the hovel. Doing well here aren't we?

You've now got all six items that the dragon asked for, so rush off to the barn, give them to him and the game will be over. Right? Well no. Instead of leaving quietly as you thought he would, he decides to wreak his revenge on the people responsible for him being summoned in the first place, this unfortunately now includes you!

Your only option is to prevent the dragon from being summoned at all. To do this you must stop the Brotherhood thief stealing the spell book from the library in the first place. You need a book to swap it with though. Go to the square where you will discover that Nanny Ogg has set up a stall. Look at the magic carpet and ask her about it. Buy it then talk to her until she asks you to give her a kiss. When she puckers up you should nick the book of 'love custard' recipes from her stall.

Go back in time through L Space, take the book (just to the left of L Space) and open up the luggage. Now use the dragon book with the love custard book and their sleeves will be swapped over. Now



place the custard book (with the dragon cover) back in the empty place on the shelf, and hide until the thief steals the wrong book.

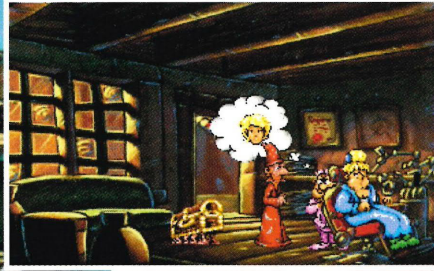
After a cut scene it becomes obvious that you've succeeded! You've saved Ankh Morpork! Hooray! You rush over to the Patrician to claim your reward, and to cut another lengthy cut scene short, during the course of your heated discussion with him you manage to accidentally summon the dragon again!

ACT III

First you need to get the Octavo, and this couldn't be simpler. It's in the library near where the sleazy guy used to stand. Just keep moving the cursor around until you find it (it's in the very far right hand corner). Stick it in the luggage when you find it and leave the library.

You now need some form of camouflage. Get the spatula, which is hanging in the kitchen, then make your way to where the mural was being painted in the Shades. Use the spatula on the soot on the wall, and that's that bit sorted.

Getting a birthmark is slightly trickier. Go to the square and buy the weight loss system from 'Throat and then go to the palace (you will not be able to get past the guards anymore). Open up the luggage and use the bag you got off 'Throat. It will separate into leeches and a bag. Give either the bag to the fat guard or the leeches to the thin one (it doesn't matter



which, you'll get in either way). You can now get to the palace dungeons.

Walk as far right as you can in the dungeons until you come across the torture master. You'll notice a skeleton in the corner of the screen. Examine it and it will disintegrate, leaving you with only a bone in your hands. Go to the toy shop and dip the bone in the glue on the counter. Head over to the inn and walk to the right until you see the sailor. Give the gluey bone to the dog and look at the sailor's tattoo. Talk to him until he gives you a whistle, then go to the city gates and leave. Head to the end of the world and blow the whistle. Talk to Polly.

When it asks for a cracker, light one of the fireworks with a match and throw it. The parrot will be blown into the water, stunned but not dead, and unfortunately out of reach. Go to the square and pick up an egg from the stall that used to sell tomatoes. When Rincewind drops it, pick up the snake that is slithering around on the floor.

Open the luggage and use the starch on the snake (to stiffen it) and then the fertiliser on the stiff snake (to make it grow). Go to the university dining room and swap the snake for Windle Poon's broom handle. Open up the luggage again and use the broom handle on the butterfly net to give it a longer handle. While you're here you may as well go to the arch chancellor's office to get his hat and save yourself a trip back in a couple of minute's time. Go back to the end of the world and use the extended butterfly net to fish out the parrot. While you





are doing this the whistle will drop from around your neck and over the edge of the world. Open the luggage and use the arch chancellor's hat. Now use the hat with the fork in the sea and climb down the handkerchief rope that comes out. At the bottom the whistle is quite difficult to spot, but to make it easier you should look out for a glint on the right side of the screen.

Go back to the inn and give the whistle and Polly to the sailor, who will inform you that the local barber is also the local tattoo artist. Don't rush off there just yet though, because he's still in the Lovers' Wood and you need to lure him back. Go and get his appointment book from his shop and go to where the Psychotrickerist's shop used to be.

Talk to the girl and use the appointment book on her to get her to sign it. Then head off to the woods (outside the city gates, just south of the city), and use the book on the love struck barber. Go to his shop, talk to him and then go to the square and talk to the street urchin. He won't give you the tattoo, so you need to go back to the thief's hovel and get the knife out of the bag above his bed.

Head back to the square and go down the little alley. Use the knife on the rubber belt on the dunny machine and go to the proper alley on the map. Make sure the belt is in your personal inventory and use the special tile to get on to the roof. Go to the tower in the background and use the rubber belt with the tip of the flagpole. You'll then bungee down a couple of times and be able to snatch the tattoo transfer off the urchin.

Now we move onto the moustache. The clue to this one is the repeated line, Did you get the number of that donkey cart? Bizarrely you need to frame the donkey from the livery stable for a crime he didn't commit, and it's done like this: Go to the stable and try to look at the licence plate of the donkey's cart. Go to the alchemists and talk to him

about getting cheap corn from the stables. Return and the bag will have been removed. But you still can't see because mud is now obscuring the licence plate. Soap and water is needed.

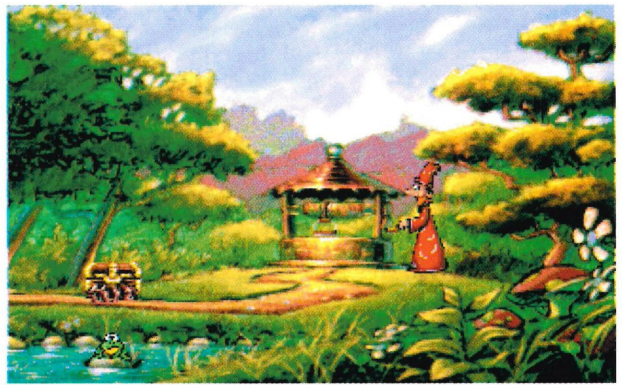
Go to the Lovers' Wood and lower the bucket into the well by using the crank. When the bucket is full, use the pot with it to fill the pot with water. Now you need to go to the inn. Enter the building and go into the bedroom. Use the pot with the soap dispenser and all you need now is a scrubbing brush. This is in the palace bathroom on the edge of the bath, and is easy to get.

Once you have it, go back to the stable and use the brush with the soapy water to get a soapy brush. Use this with the licence plate and make sure you look at it until Rincewind reads it out loud.

Now make sure the knife is in your personal inventory, and head back to the rooftops above the alley (using the special tile). Use the knife on the ladder that's tied down, and climb down to the alley via the rooftop window. When the ninja has his accident, speak to him. When he says, Did you get the number of that donkey cart? you'll grass up the innocent donkey and he'll be framed by the delirious martial artist.

Go to the square and you'll find that the donkey is in the stocks. Go to the barber's shop and take his scissors from near the door before going back to the donkey. You'll be able to trim off his tail while he's defenceless, and this can be used as the moustache you so desperately need!

Now you need to get the Talisman. This is the Eye of Offler and is found in the Temple of Offler. This is another part of the quest for that ever-elusive birthmark. You



need to begin in the Broken Drum where you should have a conversation with the braggart. He's been to the temple and is therefore the logical place to start your investigation. Unfortunately he always lies no matter what you ask him, so you need to somehow get hold of a truth potion.

Head off to Nanny Ogg's. You will be able to get such a potion there, but her price is a kiss. Obviously Rincewind is none too keen and needs to find a way around the problem. What you need to do is use the custard pie love potion. Visit the hideout and press enter on the door knocker. The guard will ask for the password and in return will give you a custard pie. Place it in the luggage and return to Nanny Ogg's place in the Dark Wood.

When she asks for a kiss, use the love potion on yourself. This will force you to fall in love with the first person you see, which in this case is Nanny Ogg, and you will give her a big

sloppy kiss. Nanny is so impressed with your kissing prowess that she gives you the truth potion.

Take the potion back to the Broken Drum and talk to the braggart again. The beer monster asks you to get the drinks before you talk, so use the time you have at the bar to put the truth potion in one of the beers. Unfortunately, when you give the braggart his drink, he spins the table while you're looking at a picture, thus switching the drinks. As there are only three pictures, you end up drinking the drugged beer and revealing all.

It quickly becomes apparent that the only way to get him to drink the potion and tell the truth is to get another suitable picture to hang in the bar so you can switch the table again. A quick look at the other pictures in the bar reveals that they're all of prize winning animals, so you can assume you will also need to get a picture of an award winning creature.

Before you can take a picture you need a camera, so the Alchemist's (the place where you found the first instamatic camera) should be where you look. As always, things aren't as straight forward as they at first seem. The camera at the Alchemist's needs an imp before it will work, so it's time to hit the trail again. Before you leave, grab the camera.

Your quest for an imp takes you to the Palace Dungeons. Outside a mouse hole in the deepest corner of the room there are the familiar sounds of a creature chattering and eyes



moving in the darkness. You use the same method as you used in Act One to catch the imp. In case you've can't remember that far back, use the string on the worm and then use this contraption on the mouse hole.

As you haven't got a worm in your inventory, you need to get one from somewhere. It turns out the Broken Drum pub is the place to find a worm. Look carefully at the bottles on the bar and you'll discover that the cactus juice bottle has a worm inside it. To get the worm you need to buy some cactus juice – the worm will automatically end up in the glass.

Once you've got the worm, return to the dungeon and use it on the imp in the mouse hole. True to form the creature is lured out of the hole by the worm, but it appears that you've caught a rat rather than an imp. Only when you place the rat in the luggage and then examine it do you find that it's actually an imp.

Now you have the imp, use it with the camera. The next step is to find an award winning animal for your picture. Go back to

Nanny Ogg's place and examine the wool on her floor. Trace the trail of wool around the room and you will be lead to a tiny door at the back of the house.

There's a sheep in the back garden, although there's nothing to suggest this is a prize winning animal. Before you exit the garden, make sure you pick up the hammer from the wood pile.

You still need to find something to show that your sheep has won a prize. With this in mind, pay Lady Ramkin's Dragon Sanctuary a visit. This is the logical place to visit and becomes available on the map when you read the bumper sticker on the Donkey Cart.

When you get to Lady Ramkin's place, knock on the front door. Ideally you want to get round the back of the house via the path on the left side, but you need to distract Lady Ramkin first. As soon as she comes to the door, run along the path. She stands at the door unable to prevent you from sneaking round the back.

Once in the sanctuary, swipe

the rosette, the leash and the nail that the leash is hanging on. Now you have the rosette you have everything you need to make up your fake picture. Return to Nanny Ogg's place and trace the wool to the sheep in the back garden. Place the rosette on the sheep and take a picture with the instamatic camera. When your picture is developed, place it in the luggage. The only thing your picture is missing is a frame. The frame is on the picture of the octopus at the Fishmonger's Stall. Simply click on his stall to zoom in and pick up the frame. Once you've got the frame, place it in the luggage. Then use it on the picture. When you've got the framed picture, take it back to the Broken Drum.

When you get to the pub, use the hammer and nail on the beam behind the braggart. Then hang the picture on the nail. Now you have the extra picture, talk to the braggart again, order the two drinks, and then put the truth potion in the drink.

When you sit down, the whole charade begins again, but this time you're prepared. He blurts out the location of the temple and you now have the information you need to get the Eye of Offler.

The second phase of your mission is to get past the monk guarding the gateway to the temple. The only clue is a throwaway piece of information earlier in the game. The monk said that people should lay out red carpets for someone of his importance. When you meet the monk, take the carpet out of the luggage and place it in front of him on the bridge. Stand on the platform and wait for a moment until the monk steps on the carpet. You then automatically pull it from underneath him.

Grab the blindfold on the hat-stand next to Indy's hat and whip, and put it on. Now you're blind. Find a guide dog by using the leash on the luggage. The luggage leads you to the altar where you can take the blindfold off. Take a look at the luggage and you see that he has taken the full force of the attack. Find the pile of sand near the altar and use the money pouch on it. Use the filled bag on the Talisman.

The sixth item is a sword that goes ting. Go to the dungeon and examine the racks. Go back to Ankh Morpork and go to Lover's Wood. Use the screwdriver to remove the crank from the well and go back to the dungeon. Use the crank on Chucky's rack. You'll get the sword. Talk to the Torture Master and go to the city gates. Speak to Carrot and

exit the city gates. Head for the dwarf mines. The sword tuner is tucked away in an alcove to the left. Speak to him and he'll tell you to bring him a mug of elderberry wine. Go to the Broken Drum and ask for wine before trying to get Rincewind into the cellar.

Visit the inn and double-click on the door. Talk to the Bogeyman and use the screwdriver on the door. Talk to the Bogeyman again and get mad at him using the thundercloud. He will accompany you to the Broken Drum. Send the Bogeyman into the cellar and go down after him. Use the mug on the centre barrel and place your filled mug in your personal inventory. Go back to the dwarven mine and he will give the dwarf the wine. He will now tune the sword. Leave the mine.

THE FINAL SHOWDOWN

If you walk over to the middle of the square and move the cursor over Lady Ramkin's leg, you will find a golden key in her stockings. Pick up the key, leave the square and go to the dragon sanctuary. Once you arrive, walk through the grounds of the house using the small side path that leads to the back garden. Grab the golden key from your inventory and use it with the lock on the dragon enclosure. Once the door is unlocked, make your way to the far end of the pen until you see a small, light coloured swamp

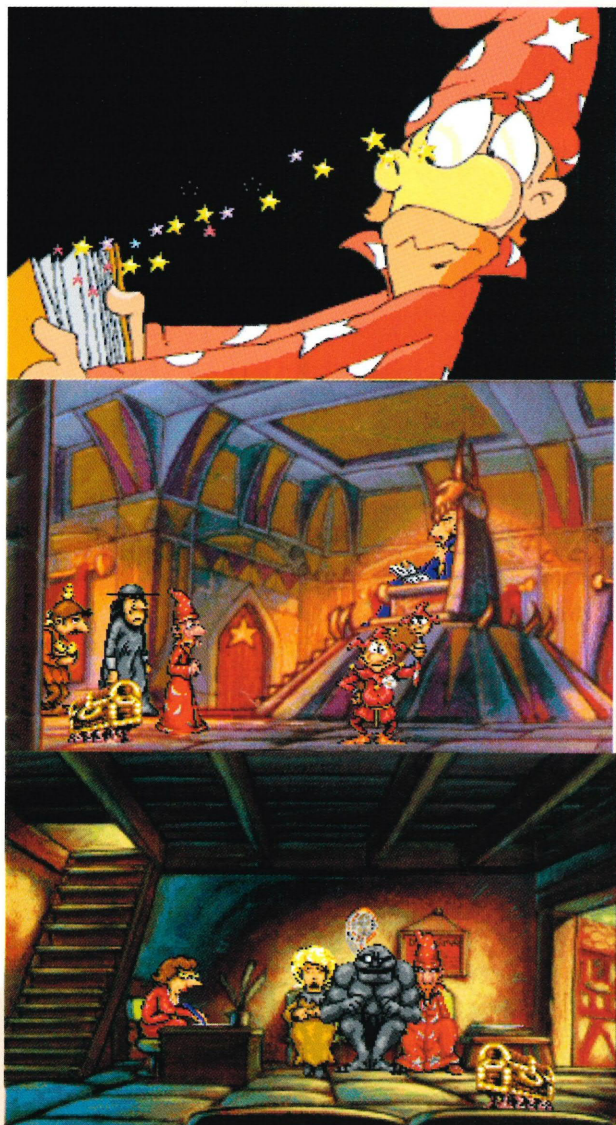
dragon. Place the cursor on the dragon. Pick up the dragon and place it in your inventory. Head for the Patrician's Palace. You can walk into the palace freely now. Once you're inside, make your way to the dungeon. Go to the torture chamber. Remove the dragon from your inventory and use it with the hot coals in the middle of the room. Place the dragon back in your inventory. Go to Nanny Ogg's and enter the house. Use the dragon with the cauldron and he will swallow the contents whole.

Leave Nanny Ogg's shack and go to the dwarven mine. Go to the swordsmith's where there's a grate behind the anvil. Get the dragon and use it with the coals.

Use the fireworks with the dragon and watch the animated sequence. Leave the mine and there'll be another cut-scene taking you to the square.

Last bit now! Grab the love custard pie from the luggage and use it on the dragon when the screen flicks to him. The dragon turns into a lovestruck fool and the first thing he sees is the swamp dragon you're holding!

And that's it. You've completed the game. Well done!



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'Your magazine is the 'A warning to (potential)



Dear Sirs

I have invented a new product 'Video Games Codes/Passwords Level Register/Reading'. Its patent security processing is in progress at the patent office in USA.

I offer you to produce and sell this product. And if you are interested in that product, please contact me soon.

Please find enclosed –

- 1) Patent representative's report about the patentability of my invention and
- 2) Appearance of the product in designs and description of the designs. Awaiting your soon reply, I remain sincerely yours.

Marjanovic Srdan, Serbia, Yugoslavia

PRO

Sounds like a brilliant idea, Srdan but the name of it needs working on. 'Video Games Codes/Passwords Level Register/Reading' doesn't exactly roll of the tongue, does it?

How about 'Action Replay' or 'Game Genie' perhaps. Hold on, they've already been done. Looks like someone's beaten you to the post. Incidentally, we only publish mags so we can't really help you. Try out your product on the American or Japanese market – they'll buy anything.

Dear PlayStation Pro

First of all I would like to thank the reviewers,

editors and any other underpaid genius involved for producing such an informative, honest and direct mag! The first point I would like to make is that I'm a hard core sports sim player which is why I upgraded from a SNES to a PlayStation. The second point I would like to make was that I too was a player who was overwhelmed by the playability of Olympic Soccer. However the game has become too easy and I am looking for a new challenge.

I was wondering if you could set me straight on the best football game around. The reason I am confused is I missed your review on Soccer '97 but I feel it is too similar to the original. I have heard that ISSSP is out and I was addicted to the SNES version of ISSSD and your preview of All Star Soccer has made me think about waiting for it. Please help me.

P.S. I could kick the asses of all the PlayStation Pro team at Olympic Soccer and have included five chezy ways in which to score.

Martin Gregg, Bristol

PRO

Seeing as you missed the Soccer '97 review, here's a brief excerpt, 'Still the best football game around, and this revised edition can only add to its legendary status among soccer-loving PlayStation owners. It is indeed, quite remarkable.' You can buy the back issue if you like, it's number six and will

cost you three English pounds. All Star Soccer should be excellent if Eidos' previous footy games are anything to go by, although it's been done in a completely different style. Thanks for the 'chezy' ways to score. We know them well.

Dear PlayStation Pro

Congratulations on a most excellent mag. I found it good value for money. Anyway, the reason I am writing to you is because I am wondering when Tomb Raider 2 is coming out on the PlayStation. I have already completed the first one. I hope you read this letter and say 'I think I will put this in my mag'. I would be very thankful.

P.S. Is there any cheats for the game Spider on the PlayStation? Please respond.

Chris White, Manchester

PRO

Tomb Raider 2 is still on schedule to be in the shops in time for Christmas. We printed a load of cheats for Spider last issue, but here's one to remind you. Pause the game and enter triangle, X, X, X, O, X, square, triangle, X, triangle, O. If done correctly, your health and weapons should be replenished.

Dear PlayStation Pro

Dan Whitehead should be ashamed of himself for a very sad piece of reviewing journalism. The review I am talking about is Hexen which is a very good game. Dan just slagged it off from the start like a child. Please sack him and get a professional with a bit of common sense to take his place.

David Corrigan, Pitlochry

PRO

We would sack him, David, but we couldn't get anyone cheap enough to replace him. Anyway, no office is complete without an idiot from a small town who winds everyone up. Then again, if we got rid of Dan we'd still have Andy...

Dear PlayStation Pro

Firstly your magazine is the dog's dangleys! On many occasions your team have saved me from spending my hard earned cash on games which I wouldn't even accept free in a magazine, so a big 'Ta very much' there! The reason why I bring up the subject of arse games is that I have

dog's danglies!'

link-up mode players'

(and no doubt many other gamers) come up with a few ideas for new games.

Surely if some spotty faced nerd with a nasal hair problem can invent a game based on a bird running around with nothing but suspenders and a.p.e. kit on (Tomb Raider), then there's got to be hope for the rest of us?

Basically, how do I go about presenting my top-notch ideas for new games to prospective games producers? Please let me know, so I can give the world what Electronic (F)Arts' Battle Stations never can.

Tony Parker, Portsmouth

PRO

Top-notch ideas need backing up with a good knowledge of programming codes these days. Get yourself a Net Yaroze

PlayStation (£549 plus postage and packing – contact the registration line on 0171 447 1616 or the information line on 07000 927693) and start from there. When you've got something presentable, knock up a professional-looking proposal using a word processor then send it off to the relevant people you want to impress. You'll find all the numbers you need in the comment boxes of the reviews in this and previous issues of PlayStation Pro.

Dear PlayStation Pro

I notice a problem that occurs with old games. For example – Tekken was given an excellent mark because at the time of release it was arguably the best beat'em-up on the market. The release of Tekken 2 soon followed and this also achieved a high mark, as at the time of release it was also arguably the best beat'em-up on the market.

I am confident that you will agree with the previous two comments, however giving Tekken 1 such a high mark made the range of marks available to Tekken 2 very small because it obviously can't get a lower mark. This tendency leads to an accumulation of games with high scores. Some of these games will be cutting edge, others will be dated sequels, divided with a difference of only one or half a mark.

A good way to solve this problem is to have a depreciation page. This would be one side in very small type. As games, their scores decrease (so that the page would look like the teletext share page). For a new PlayStation owner, seeing Tekken 2 has almost the same

mark as Tekken, they might purchase Tekken because it is so cheap and because Tekken 2 has not really improved a great deal on Tekken.

Also, why in the back of your magazine does MK3 rate higher than MKT when MKT is obviously better. It has more characters, moves, areas and player options! I know that it is dated, so you could think this lowers the mark of MKT. I am a huge MK fan, and having MK3 higher in the charts than MKT is madness!

And finally... this is a notice to all of the people who continually write in asking for MK3 moves – sod off! I've had enough. Buy a back issue or something. Congratulations to Dan for writing an excellent Perfect Weapon review. Best review I've read in ages! Namco, please, no more arcade classics.

Daniel Frost, no address supplied

PRO

If we used your system Dan, every old game would decrease in score, thus making it ultimately pointless. A game scores what it deserves in the context of the

time of its release and what its competitors are like. We couldn't mark a game down just because it might be followed by a better sequel. Nor could we go on giving sequels higher and higher marks as some games would end up with 11 or 12 out of ten. If a sequel's only marginally better than the original and its genre has improved between releases then the sequel may only get the same mark or even slightly less. *Toshinden and Toshinden 2 is a good case in point. If you flick nearer the back of this issue you'll see that the Recommended section doesn't have any scores in it, but is updated monthly so you can keep tabs on what really are the all-time greats in the PlayStation world. Incidentally, MKT got a low mark because we were sick of seeing the same old thing as well as cynical marketing.*

Dear PlayStation Pro

A warning to potential link-up mode players! If you are looking for a good co-operative game don't assume every link-up game will be brilliant. Take Descent for example. On co-op mode there is NO save feature, yet the manual quotes that First Strike's 27 levels is best played with a friend. Impossible! To complete the game on co-op my friend and I estimated that it would take 3-4 days, day and night (without sleep) of

continuous play, to get to level 27! How could they create a link-up like that? Unreal!

My friend and I had saved up over several months to buy an extra TV, a link-up and duplicate Descents for this! Final Doom was worth it though, but when continuing a saved game for some reason co-op doesn't remember weapons from the previous level. Anyway, could your reviewers have a more detailed section on link-ups, because we would like to purchase more, but only if they are any good and don't con us like Descent.

I. Douglas, Leicester

PRO

Thanks for warning your fellow readers. The idea of a link-up is still relatively new in the wider scheme of all things console and as a result the few link-up games that are available aren't as exciting as we might have hoped. We will be running a feature on link-up games in the near future.

Dear Imbaccilles

Now where can I start, ah yes!, well, last night blah blah sleep blah blah pillow on the floor blah blah blah.

Doesn't it get on your nerves reading something you're no interested in! Having bought your mag last week because of the tips mag (brilliant value) I thought I'd take a look at your reviews.

Although I admired your layout and system of reviewing, every review made me feel like ripping the god damn book up. Why couldn't they just get straight to the point and tell us what the game was like.

I nearly fell asleep more than a few times and I'd taken some illegal stims (stimulants). Please could you give us a bit less waffle next time reviewers., you might get more readers.

Brinds, no address supplied

PRO

Brinds – take some lessons in spelling, punctuation and grammar before you start slugging us off. Why didn't you supply your address? Scared we'd come 'round and kick your head in? And lay off the stims, they obviously do nothing for your judgement

PLAYSTATION PRO

RECOMMENDS

Let's face it, you only buy this magazine because you want our professional opinion of the many and varied pieces of software currently on sale. So with that in mind, we've knocked up a revised edition of our 'Recommended' list, giving you our honest opinion on the top five titles from each genre. They may not be everyone's choice but, as we said earlier, these are *our* favourites and the ones we play the most. And remember, don't buy a game without checking it out in here first!

RACING



F1

The technical Formula 1 japes from Psygnosis just about came out on top of a tough category. This is as realistic as they come, especially with Murray Walker commenting.



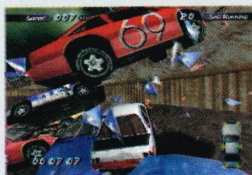
MICRO MACHINES V3

Miniature car fun from the boys at Codemasters offers gamers probably the best multi-player racing experience to date, plus there's around 40 tracks to master too. A classic.



RAGE RACER

The third Ridge Racer game in the series is by far the best and should be experienced by everyone with an interest in the genre. Fast, playable and very addictive. Buy this game!



DESTRUCTION DERBY 2

The stunning stock car extravaganza returns in this vastly-improved remix of the somewhat-slow original. Huge ramps and much faster in-car action makes this a winner.



RALLY CROSS

Sony stray away from the old arcade racing mould and give us some excellent off-road driving mayhem. Extremely playable in single player mode, and the best rally title around.

Also recommended:

WIPEOUT 2097
PORSCHE CHALLENGE
MONSTER TRUCKS
BURNING ROAD
THE NEED FOR SPEED 2
RIDGE RACER REVOLUTION

SHOOT 'EM UP



SOVIET STRIKE

Kill Russian terrorists with the aid of a huge chopper in Electronic Arts' excellent update of the old 16bit fave. Plenty of FMV and trigger pounding action guaranteed!



FINAL DOOM

GT Interactive take Doom into the garage for a quick tune up comprising of bigger levels, extra blood and numerous other tweaks and touch-ups. The definitive Doom, if you like.



ALIEN TRILOGY

Shoot acid-oozing xenomorphs for a daft laugh in this atmospheric adventure from Acclaim. And it's a genuinely spooky experience if playing it on your own too.



TWISTED METAL 2

The original had a few teething problems, but this remix of the two player drive-by shooting wheeze more than makes up for it. Destructive, enjoyable and very very addictive.



DARK FORCES

LucasArts jump on the current Star Wars hype-machine with this, admittedly excellent, Jedi Knight Doom clone. The force could have been stronger with this one, but it'll do for now.

Also recommended:

DISRUPTOR
NANOTEK WARRIOR
SHELLSHOCK
MECH WARRIOR 2
KRAZY IVAN
DOOM

BEAT 'EM UP



STAR GLADIATOR

Capcom deliver the goods with this stunning butt-kicker, obviously influenced by the likes of Star Wars. Complex combos and hidden features increase the attraction.



TEKKEN 2

Namco's classic face-slapper is still an excellent game, and a worthwhile purchase for anyone with a PlayStation. You simply must own a copy of this game. It's the law.



SOUL BLADE

Namco fill in time between the launch of Tekken 3 with this pant-wettingly-good beat 'em up. It's basically Tekken 2 with sticks, fancy backgrounds and all your usual hidden gubbings.



TEKKEN

Tekken 2's slightly uglier younger brother was the game that got us all excited about the PSX in the first place and is now available as part of the Platinum range for just £19.99.



STREET FIGHTER ALPHA 2

Capcom extend their Street Fighter family tree again as the world holds its breath for SF3. As 2D fighting goes, Capcom know their onions and this is solid evidence of the fact.

Also recommended:

MORTAL KOMBAT TRILOGY
TOSHINDEN 2
VICTORY BOXING
DARKSTALKERS
ZERO DIVIDE
CRITICOM



INT. TRACK & FIELD

Konami's finger-bruising Olympic multi-player is the sports game to own in our humble opinion, and it will give you and your chums hours of competitive fun – guaranteed.



SMASH COURT TENNIS

Namco's PlayStation twist on the old SNES classic is certainly the best tennis game around at present. It may look quite basic, but the gameplay is pumped up to the max.



SOCCER 97

EIDOS improve Olympic Soccer with the inclusion of real UK teams and players, plus a handful of new features too. The only football game worth bothering with – fact!



JONAH LOMU RUGBY

Codemasters come up trumps with an immensely playable bout of hardcore rugger. Join in the rucks, get stuck in in the scrums and whack odd shaped balls to your hearts content.

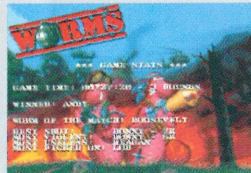


TOTAL NBA 97

Bigger and better than the original version, this 97 remix plays like a dream and features some of the finest graphics we've seen on a sports sim for yonks.

Also recommended:

ACTUA GOLF 2
ISS PRO
MADDEN 97
WCW Vs THE WORLD
STRIKER 96
VR BASEBALL



WORMS

Basic, simplistic and hellishly addictive, Team 17's PSX debut is the business. Buy this and you and your friends will spend hours in the fabulous multi-player mode.



COMMAND & CONQUER

A beautiful conversion for the PSX which is presented in a two CD format, allowing you to choose between the good or the bad guys as you wage war on the world.



SYDICATE WARS

Bullfrog's long-awaited cyber punk epic finally surfaces! And what a treat it is too, offering gamers some classy futuristic adventures, boasting plenty of violent blood letting.



CARNAGE HEART

Mech making made easy! Or something like that, as Sony take you on a top secret technical mission in order to build the best robot death bringer on the block! It's mad!



X COM: T.F.T.D.

Hunt aliens under the sea in this, the second installment of the strategy-fuelled extra terrestrial adventure from MicroProse. Very technical, but very rewarding too.

Also recommended:

SIM CITY
THEME PARK
SPACE HULK
WARHAMMER
AIV EVOLUTION GLOBAL
X COM: ENEMY UNKNOWN



TOMB RAIDER

Indiana Jones-esque mission starring the wonderful Lara Croft and her multi-directional talents. It's huge, it's tasking and it's a bugger to complete, but it's also bloody brilliant.



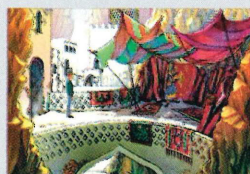
RESIDENT EVIL

Zombie-squashing horror quest from Capcom that started a videogaming revolution. Choose between two heroes as you wander a huge mansion battling the undead.



LEGACY OF KAIN

Top class vampire mayhem from BMG Interactive. This game is truly massive, offering gamers hours and hours of mystical blood-letting fun and excitement.



BROKEN SWORD

A very cartoony point-and-click detective adventure which was originally a hit on the PC. This is very addictive to say the least, although its loading times can sometimes annoy.



EXCALIBUR 2555 A.D.

Vicky The Viking meets Tomb Raider in Telstar's greatest PSX release to date. The graphics may not be as sharp as Tomb Raiders, but the action is every bit as thrilling.

Also recommended:

OVERBLOOD
FADE TO BLACK
SWAGMAN
DISC WORLD
KING'S FIELD
TIME COMMANDO



CRASH BANDICOOT

Sony's new hero is a class act in our book, and as far as platform games go, this is the best of the bunch. It's certainly colourful, extremely playable and simply must be bought.



PANDEMONIUM

Pseudo 3-D run and jump affair from the blokes at BMG, which takes the two dimensional platform game one step further with its gorgeous graphics and quirky characters. Top stuff.



RAYMAN

UBISoft's cute and colourful kiddy-pleaser has been popular with us since the PlayStation's launch, and can still hold its own against most of today's platform offerings.



JUMPING FLASH 2

Polygon bionic bunny action from Sony which gives the genre a novel twist, thanks to its bizarre 3-D viewpoint and its ability to allow the player to jump up and up and up and up!



MICKEY MANIA

This interactive life story of the Disney figurehead is aimed squarely at the younger gamer, although its enjoyable Disney charms will surely entice the odd mature platform fan.

Also recommended:

EARTHWORM JIM 2
JUMPING FLASH
JOHNNY BAZOOKATONE
GEX
FLOATING RUNNER
SPOT GOES TO HOLLYWOOD



FIRESTORM: THUNDERHAWK 2

Revamped 16bit chopper chaos from Core Design.

Also recommended:

BLACK DAWN
GUNSHIP 2000
AGILE WARRIOR

PUZZLE



SUPER PUZZLE FIGHTER 2

Officially the best block moving Street Fighter game around!



LOST VIKINGS 2

An excellent comedy adventure with bags of puzzling mayhem.

Also recommended...

BLAST CHAMBER
BUBBLE BOBBLE
BUST A MOVE 2

MISCELLANEOUS



DIE HARD TRILOGY

Three games, all based on the Bruce Willis movies. Truly excellent in every way.

PRO PINBALL: THE WEB

Interactive pinball for those who can't play it in real life.

Also recommended:

NAMCO MUSEUM VOLUME 1
WILLIAMS GREATEST HITS

GAMES TO AVOID

AQUANAUT'S HOLIDAY
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CHESSMASTER 3D
ROAD RAGE

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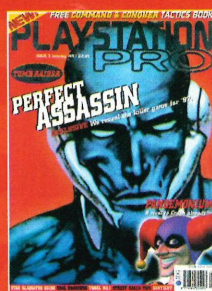
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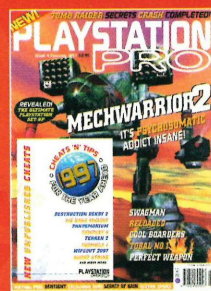
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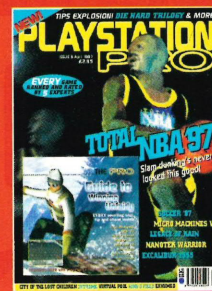
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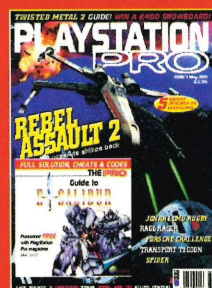
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Contents: Free Command & Conquer tips booklet, Pandemonium, Cool Borders, Star Gladiator players guide and a massive complete guide to Tomb Raider



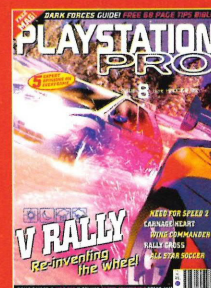
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Cover: Mech Warrior 2
Contents: Free Tips 97 book, complete Crash Bandicoot guide, Reloaded, Tobal No.1, Namco Smash Tennis and those Tomb Raider secrets exposed



ISSUE SIX
Cover: Total NBA '97
Contents: Free Guide to Winning Unfairly book, Soccer '97, Micro Machines V3, Legacy of Kain, Nanotek Warrior, Excalibur 2555, Jet Rider, Crypt Killer



ISSUE SEVEN
Cover: Rebel Assault 2
Contents: Free Dark Forces players guide, free massive Rebel Assault 2 poster, free 32 page Excalibur 2555 guide, plus Jonah Lomu Rugby, Transport Tycoon



ISSUE EIGHT
Cover: V-Rally
Contents: Free 68-page tips magazine, Need For Speed 2, Carnage Heart, Wing Commander 4, Rally Cross, All Star Soccer, Tomb Raider 2, ISSS Pro, V Tennis



ISSUE NINE
Cover: Fantastic Four
Contents: Free Game Secrets booklet, Rally Cross, WCW vs the World, Swagman, Syndicate Wars, Overblood, Actua Golf 2, Darklight Conflict



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